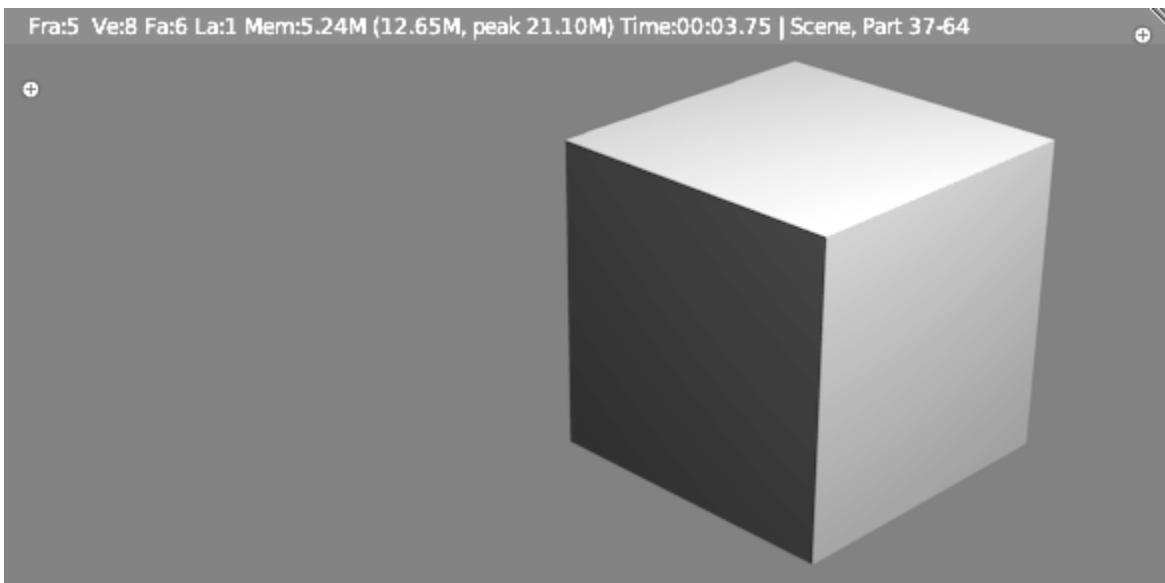
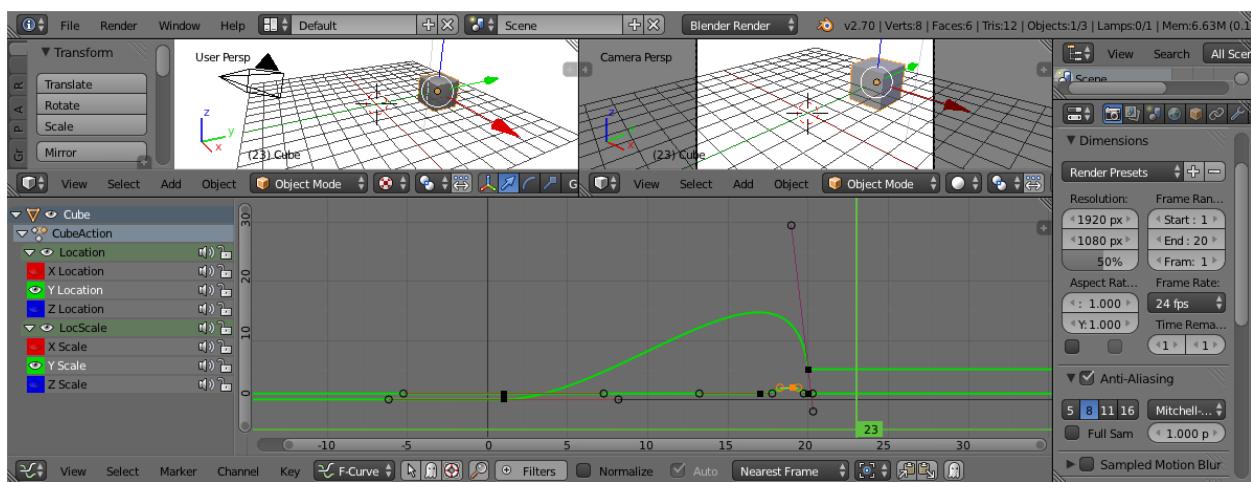
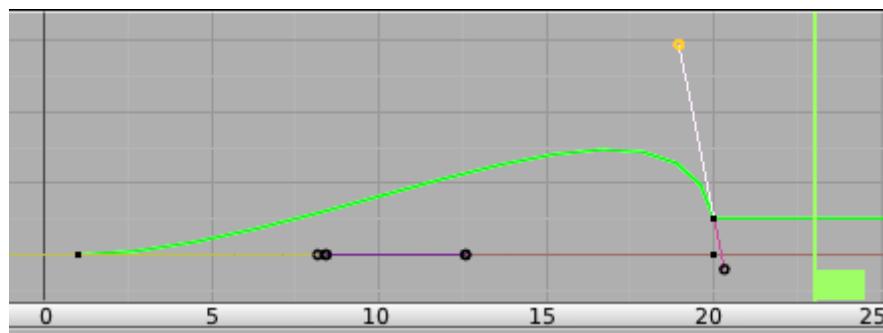
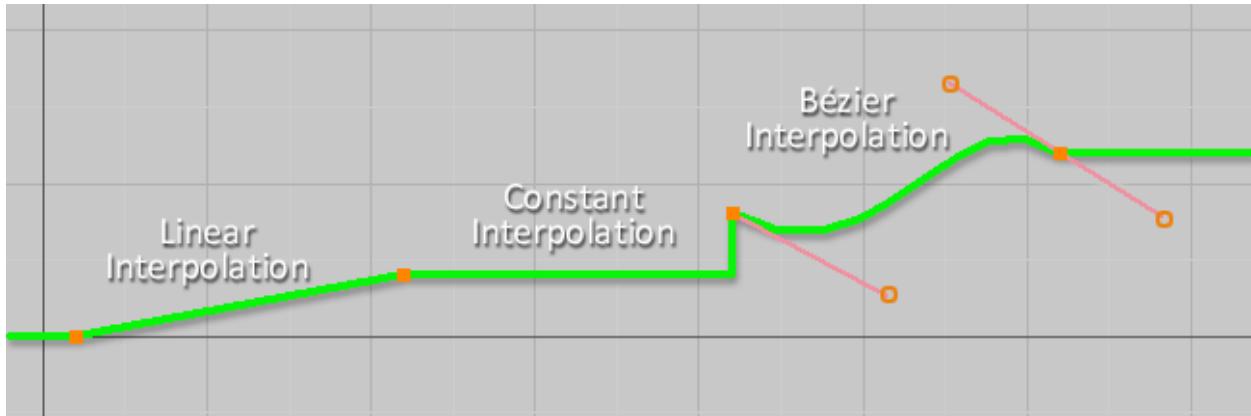
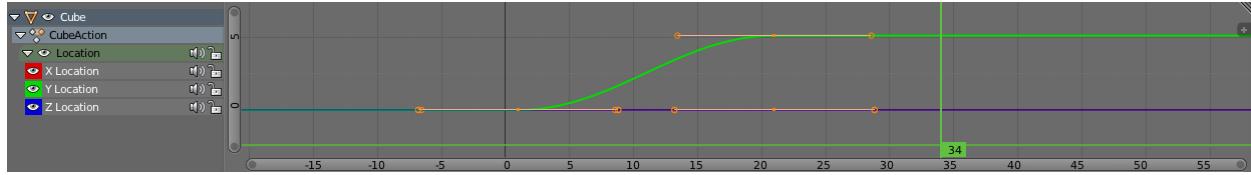
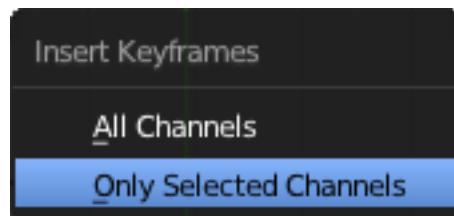
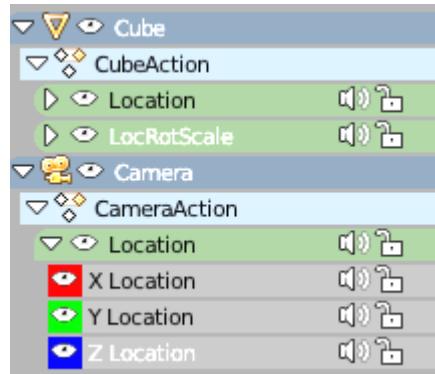
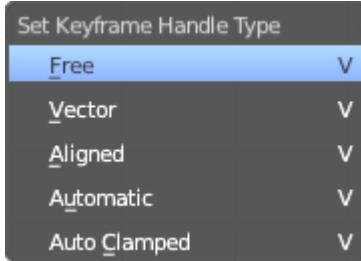
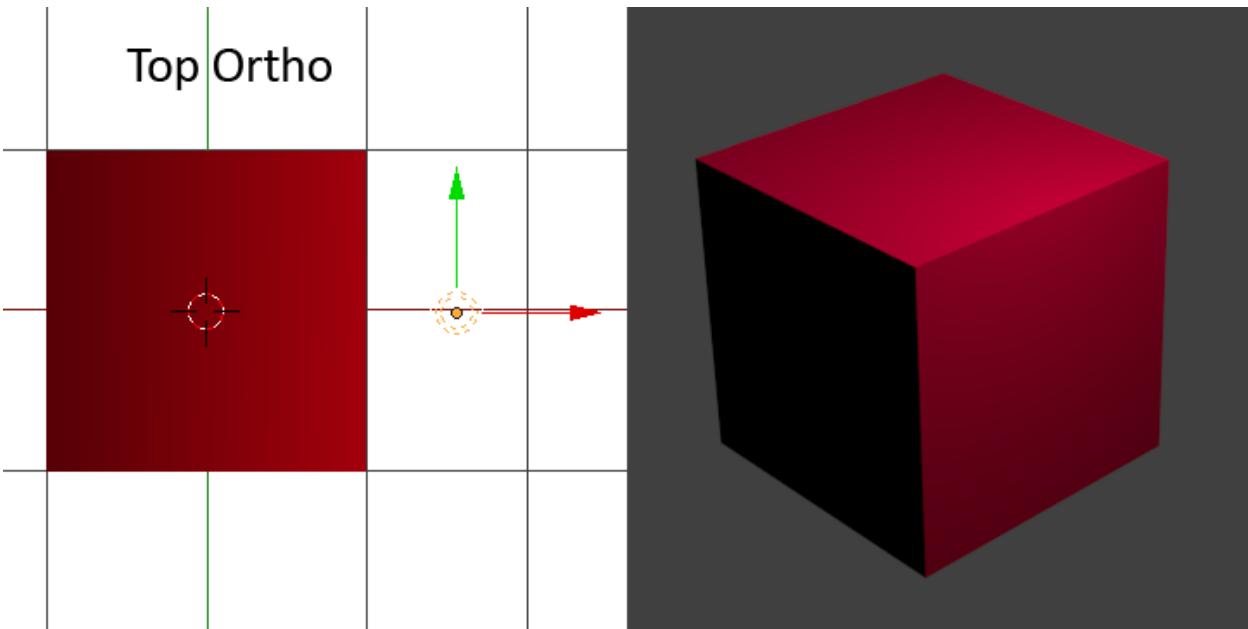


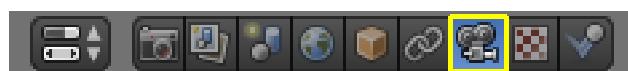
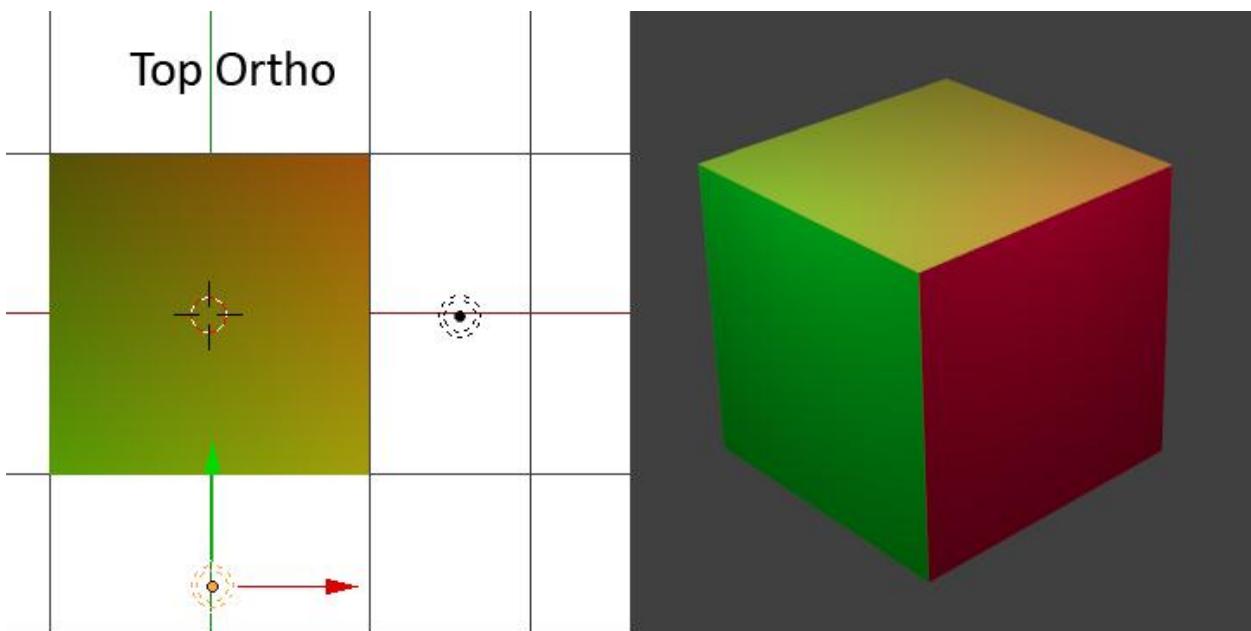
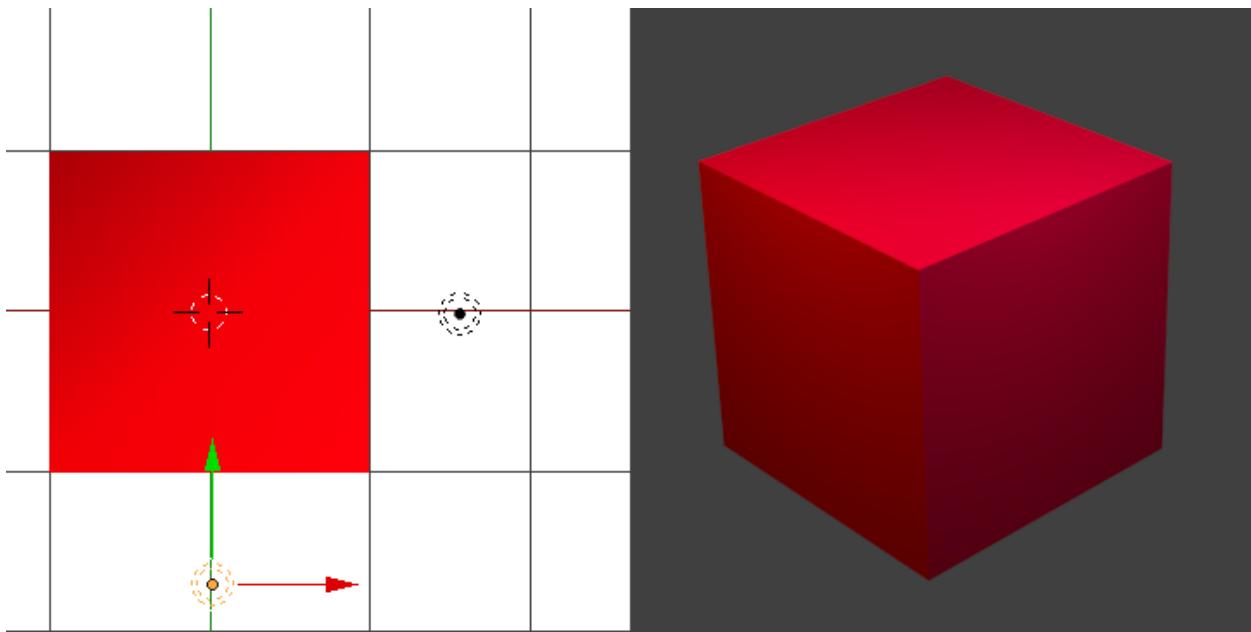
Fra:5 Ve:8 Fa:6 La:1 Mem:5.24M (12.65M, peak 21.10M) Time:00:03.75 | Scene, Part 37-64

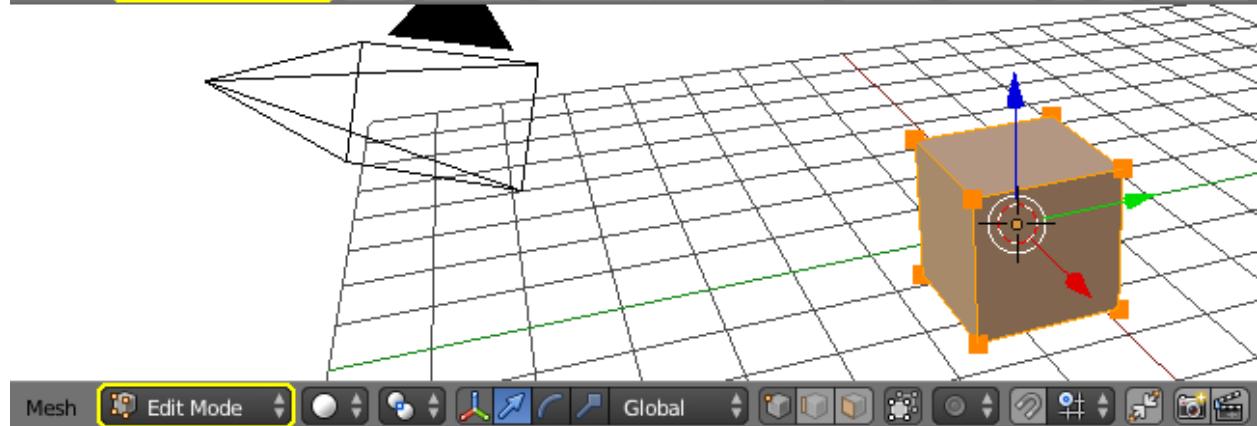
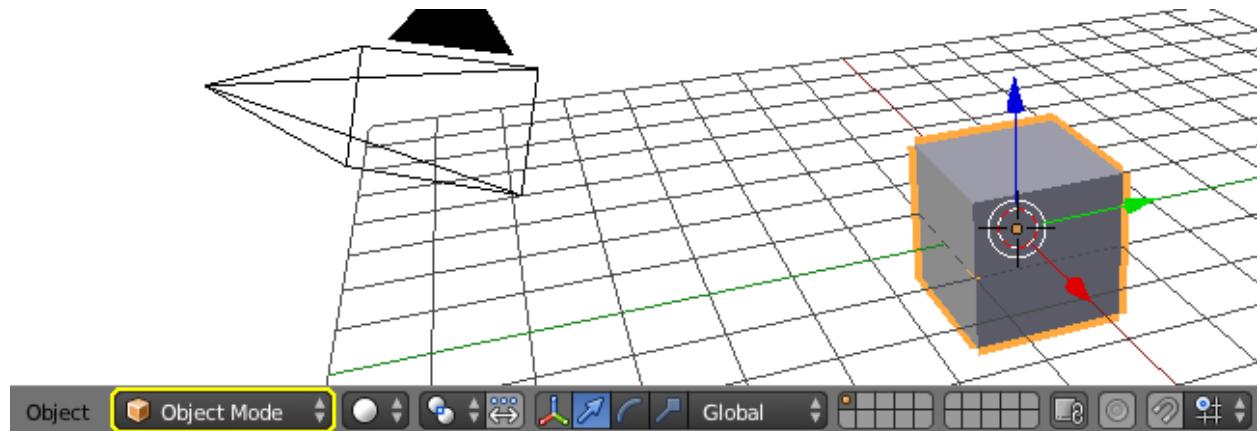
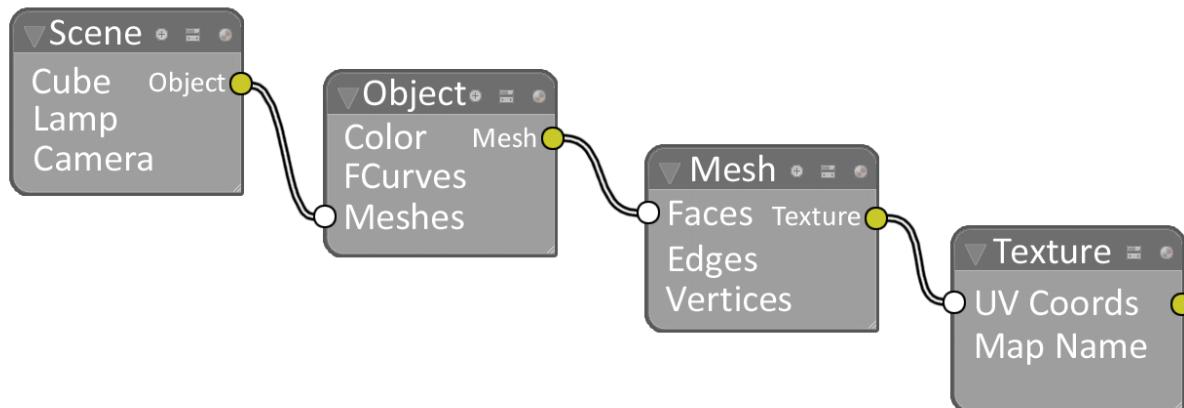


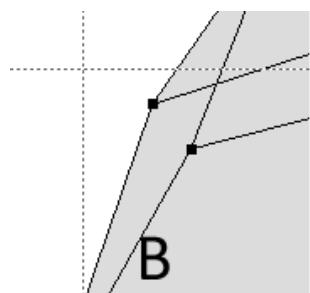
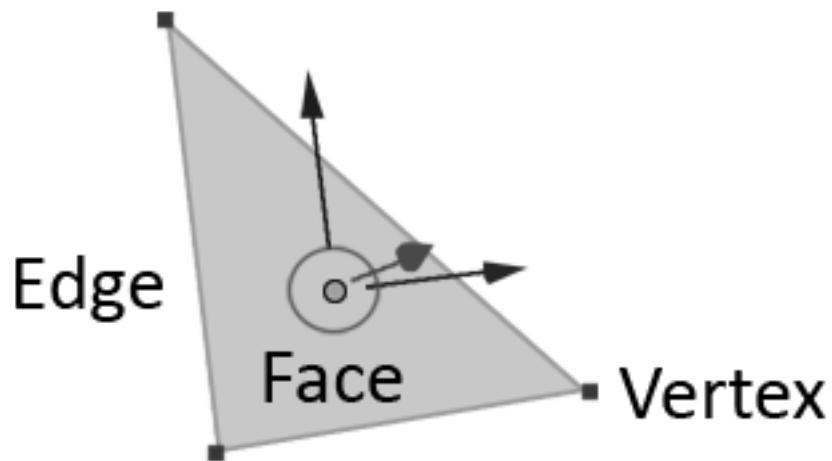




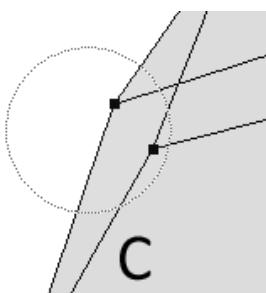
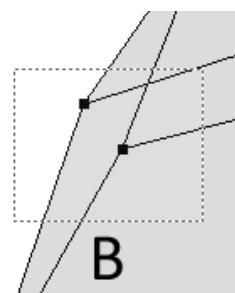




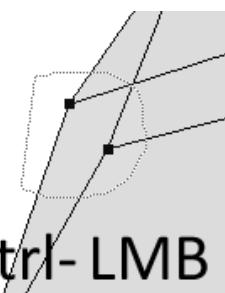




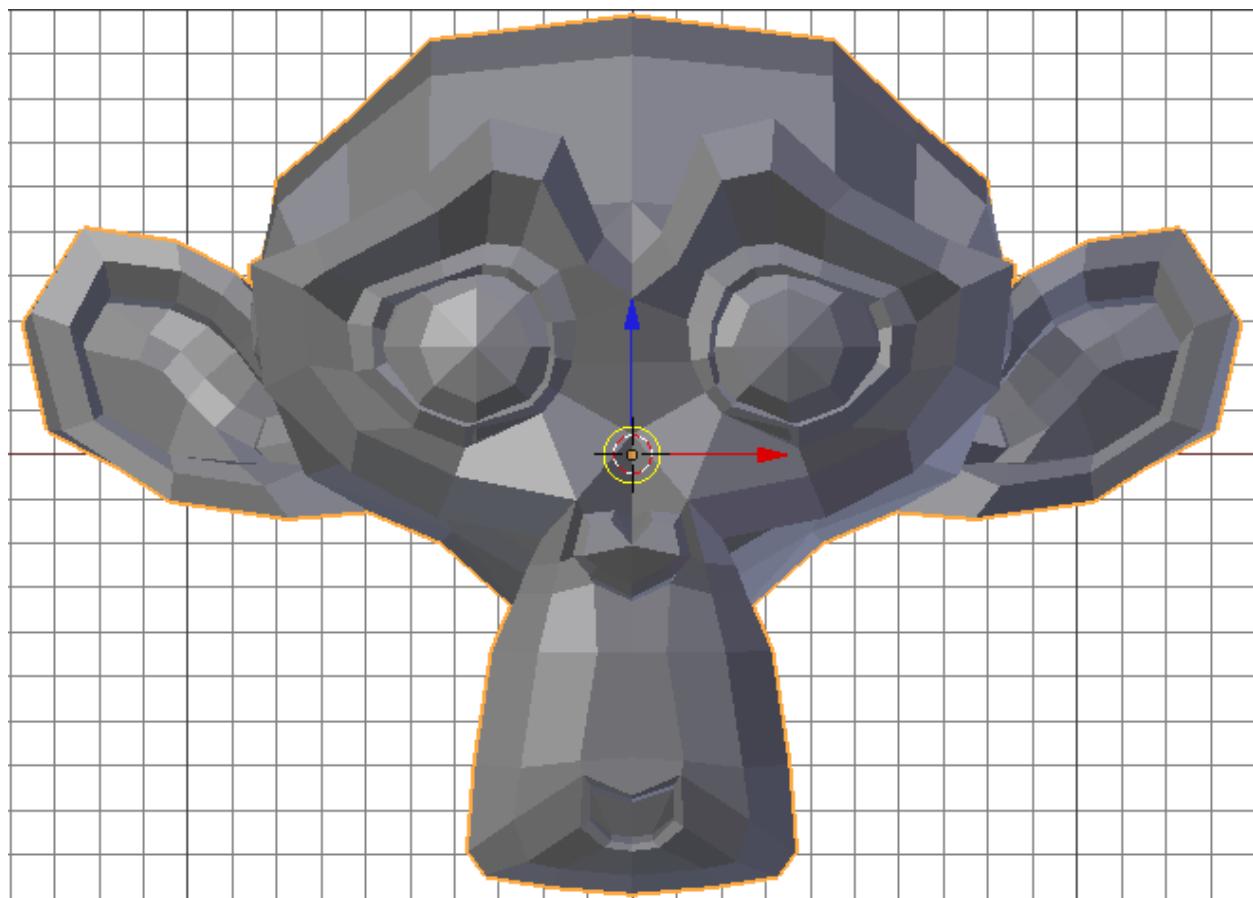
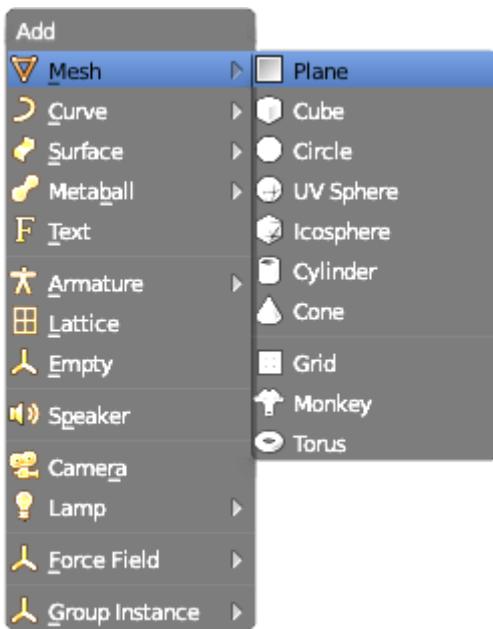
Border Select

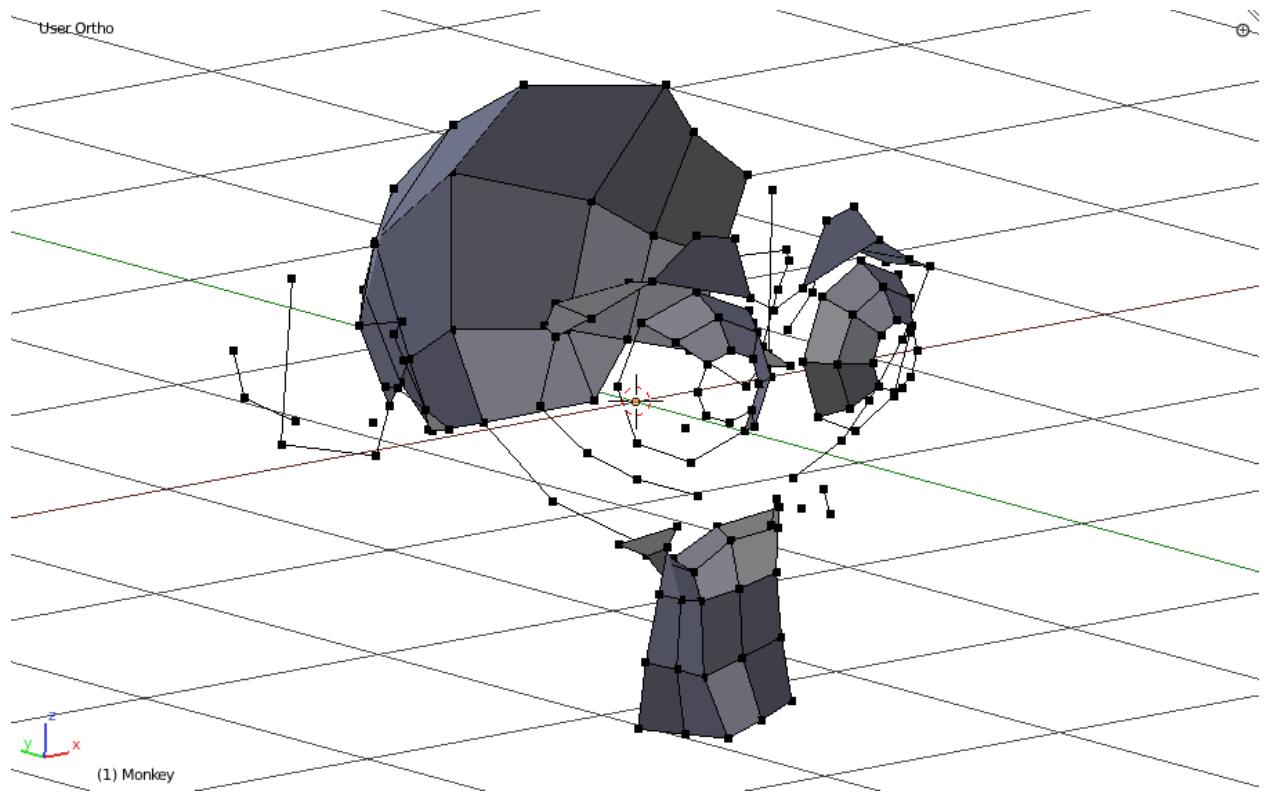


Circle Select

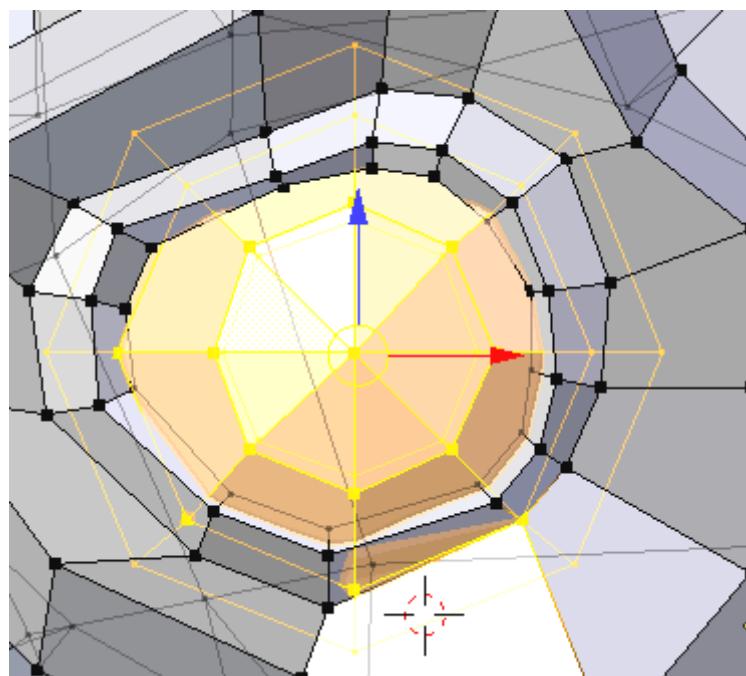


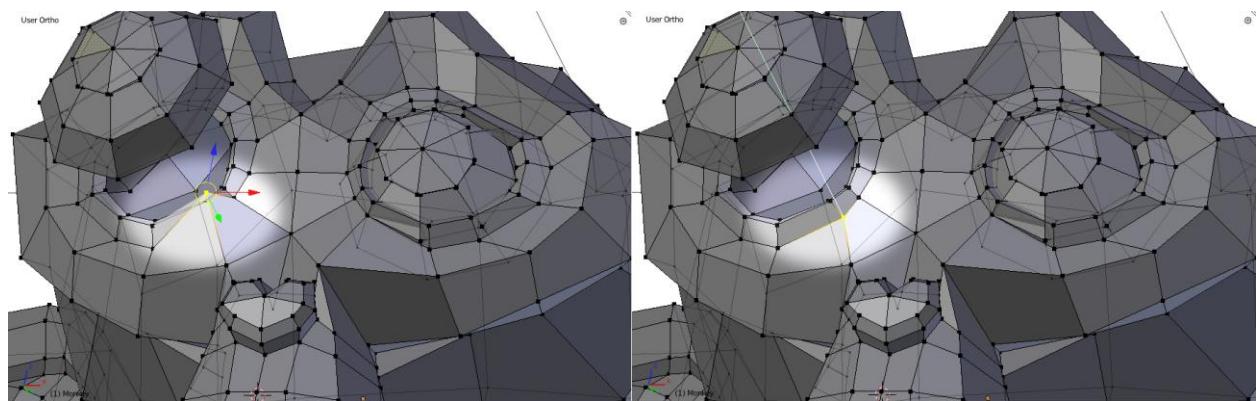
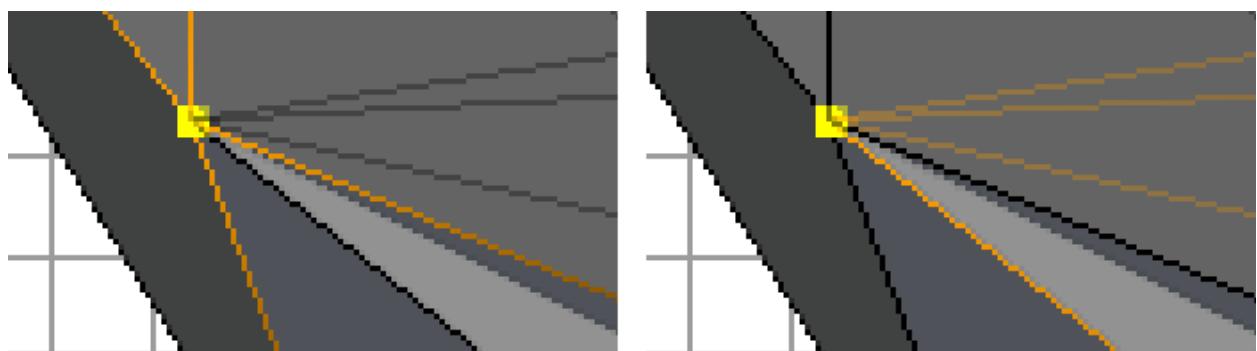
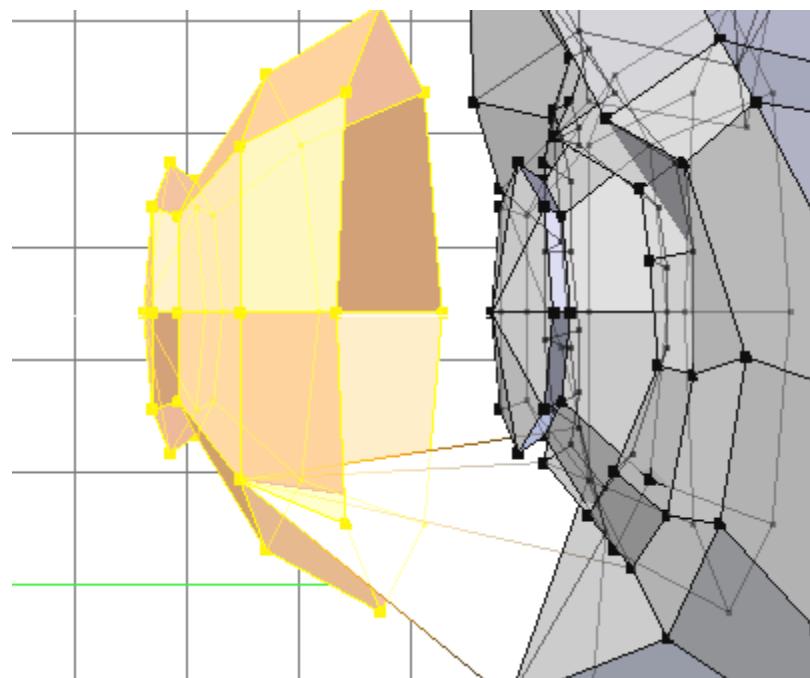
Ctrl - LMB
Lasso Select

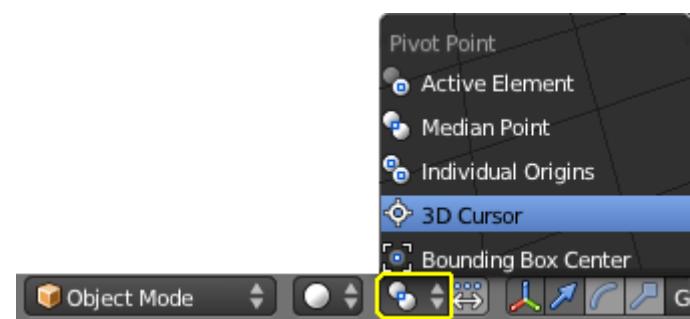
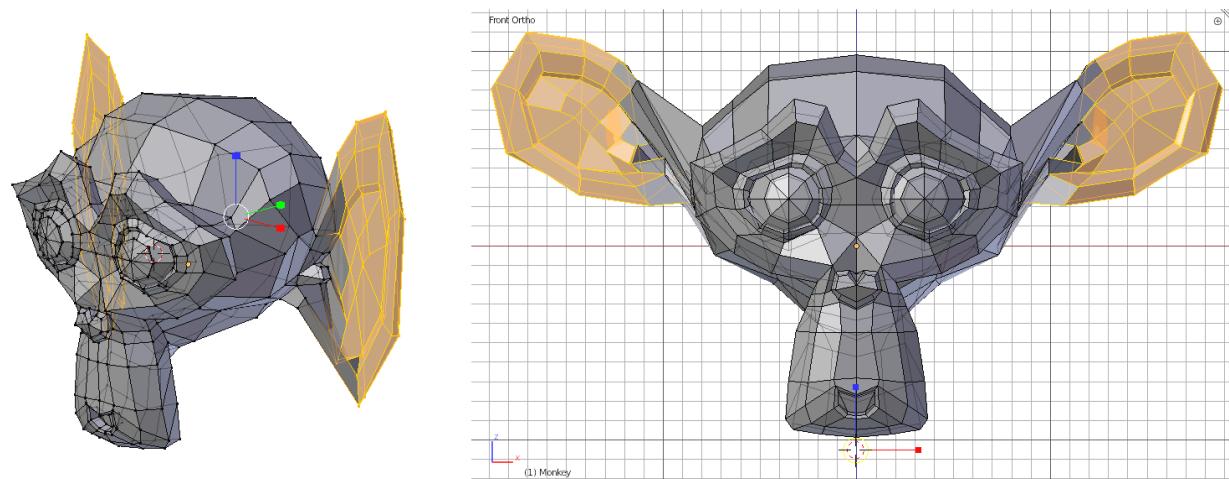
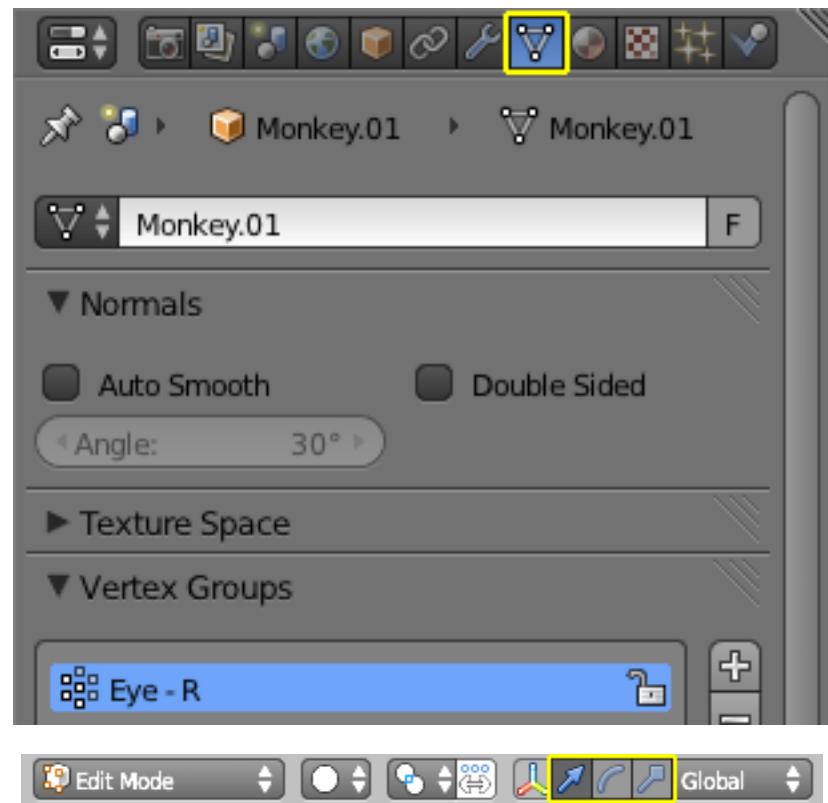


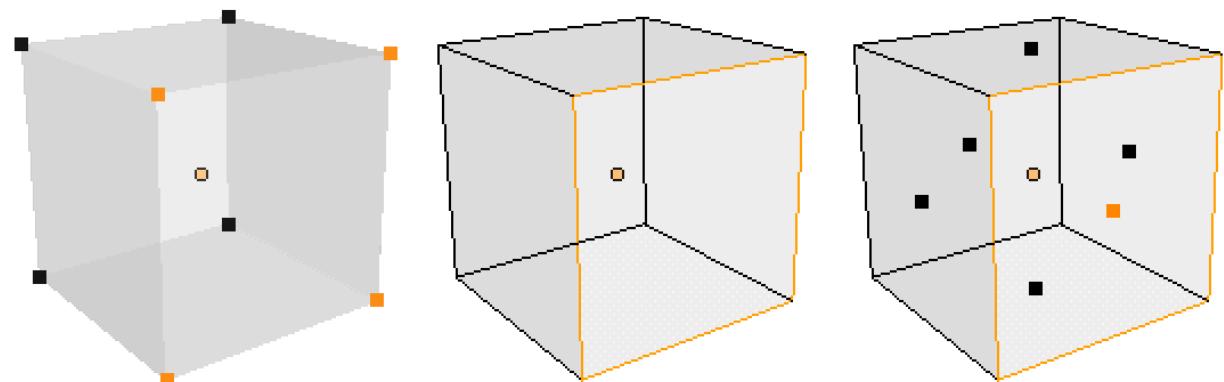
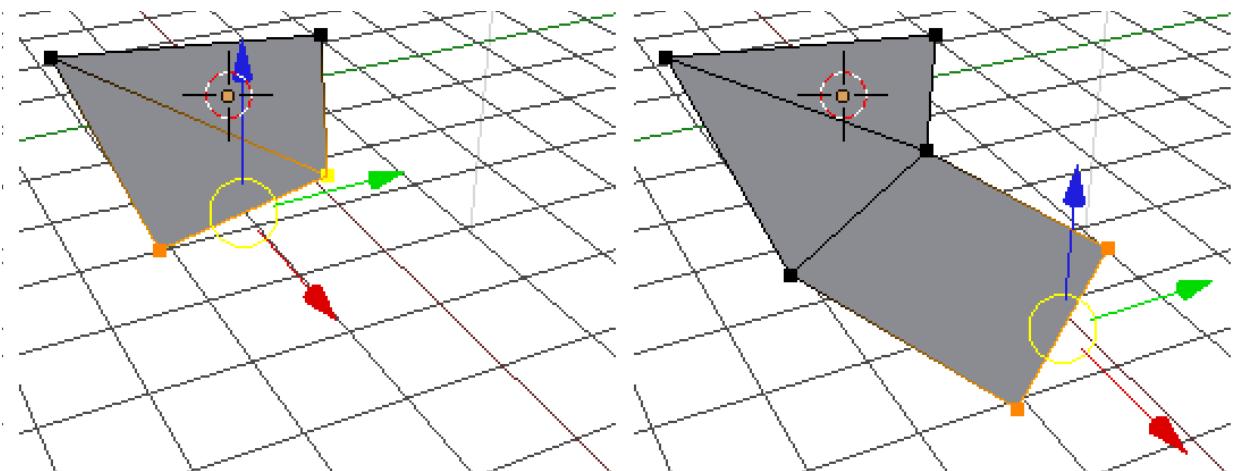
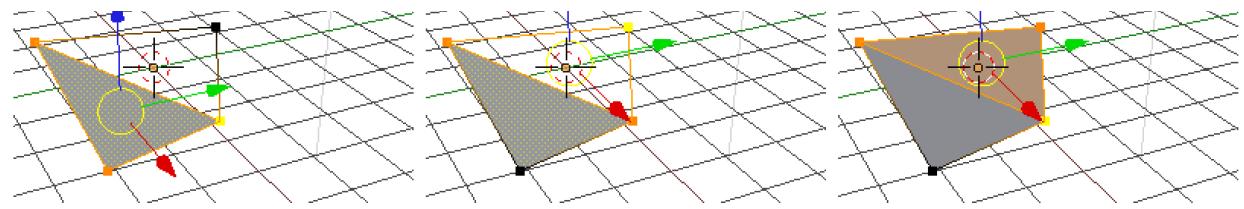


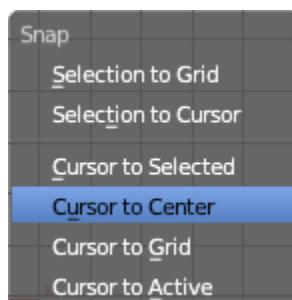
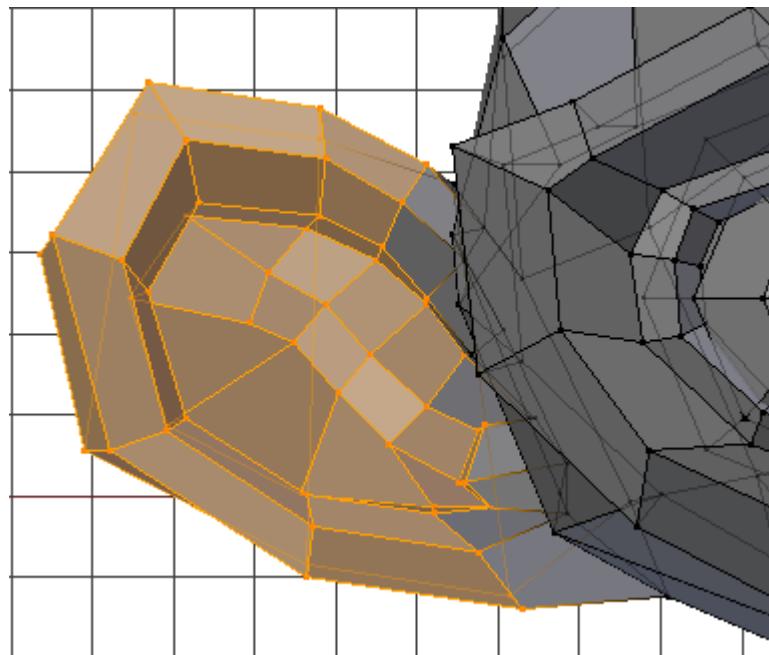
View Select Mesh Edit Mode Global

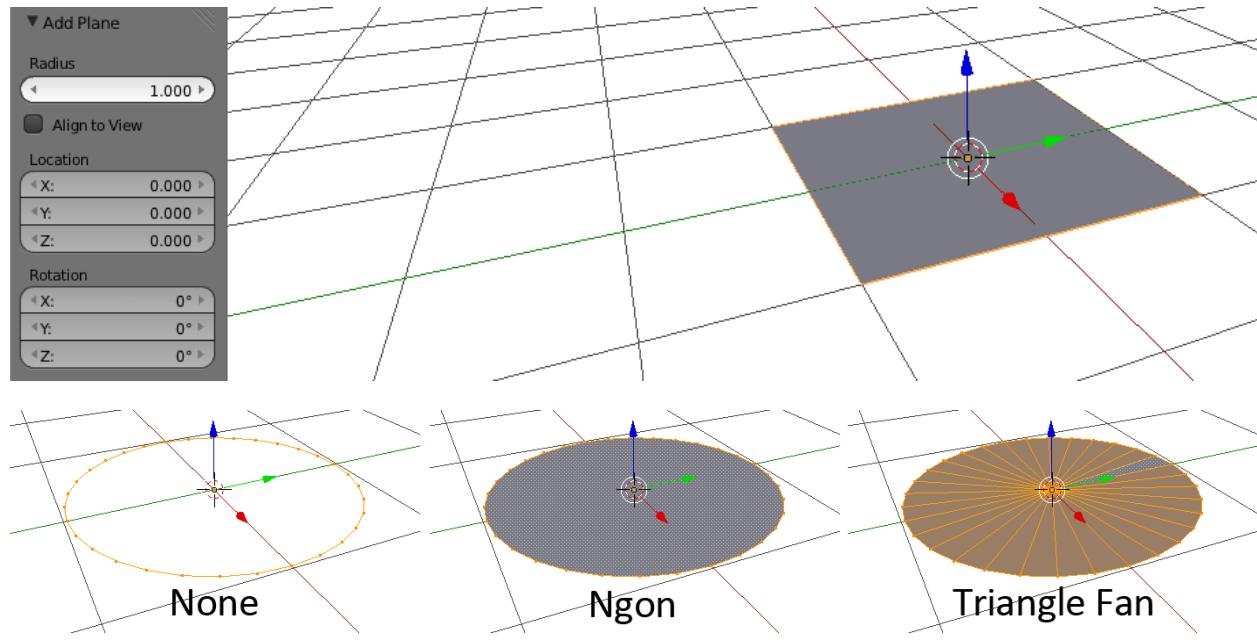
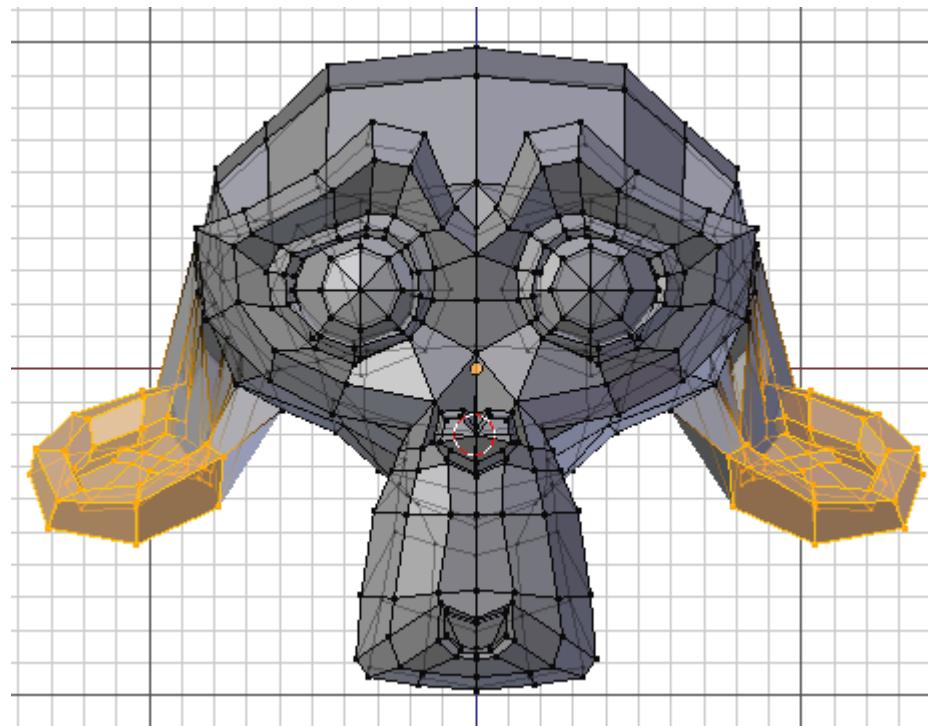


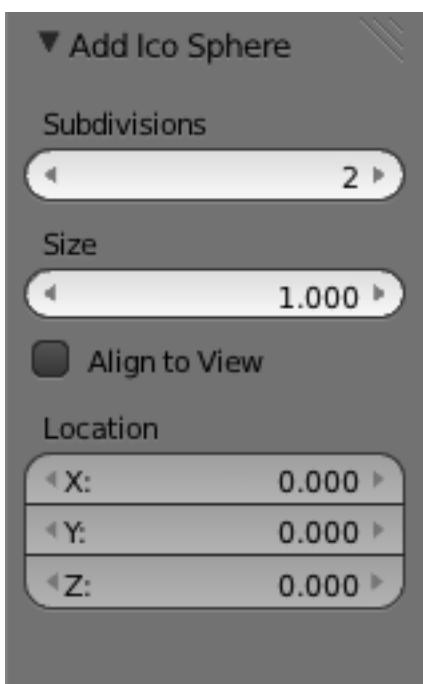
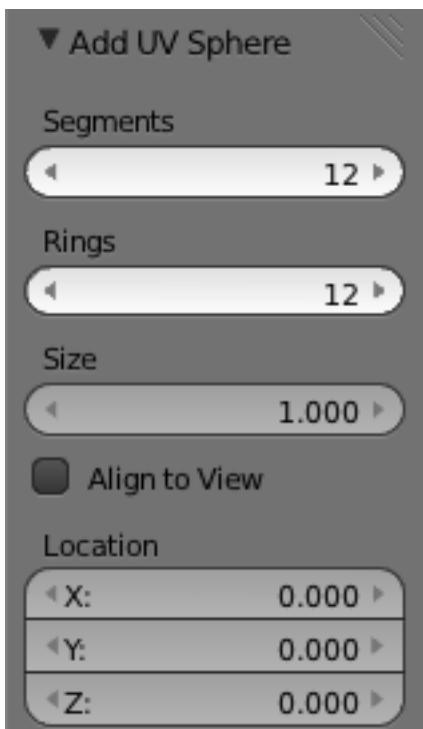


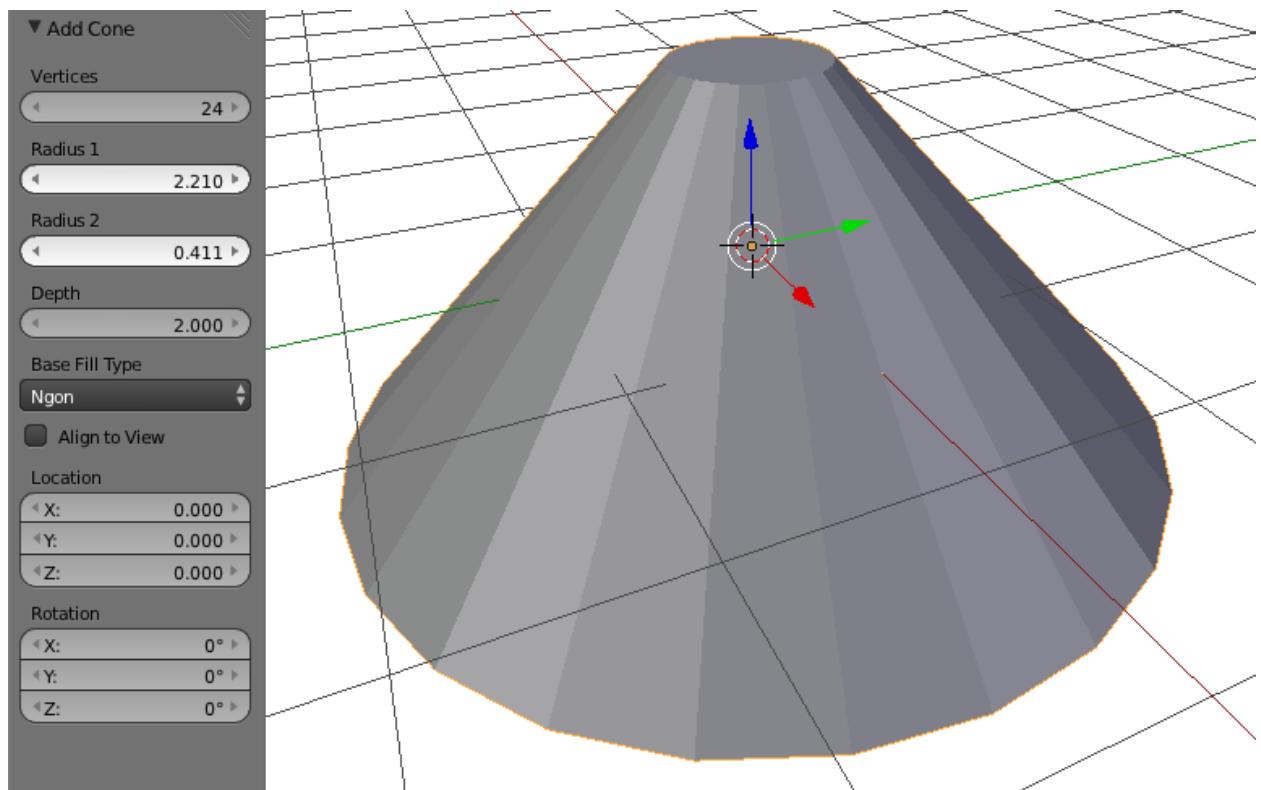
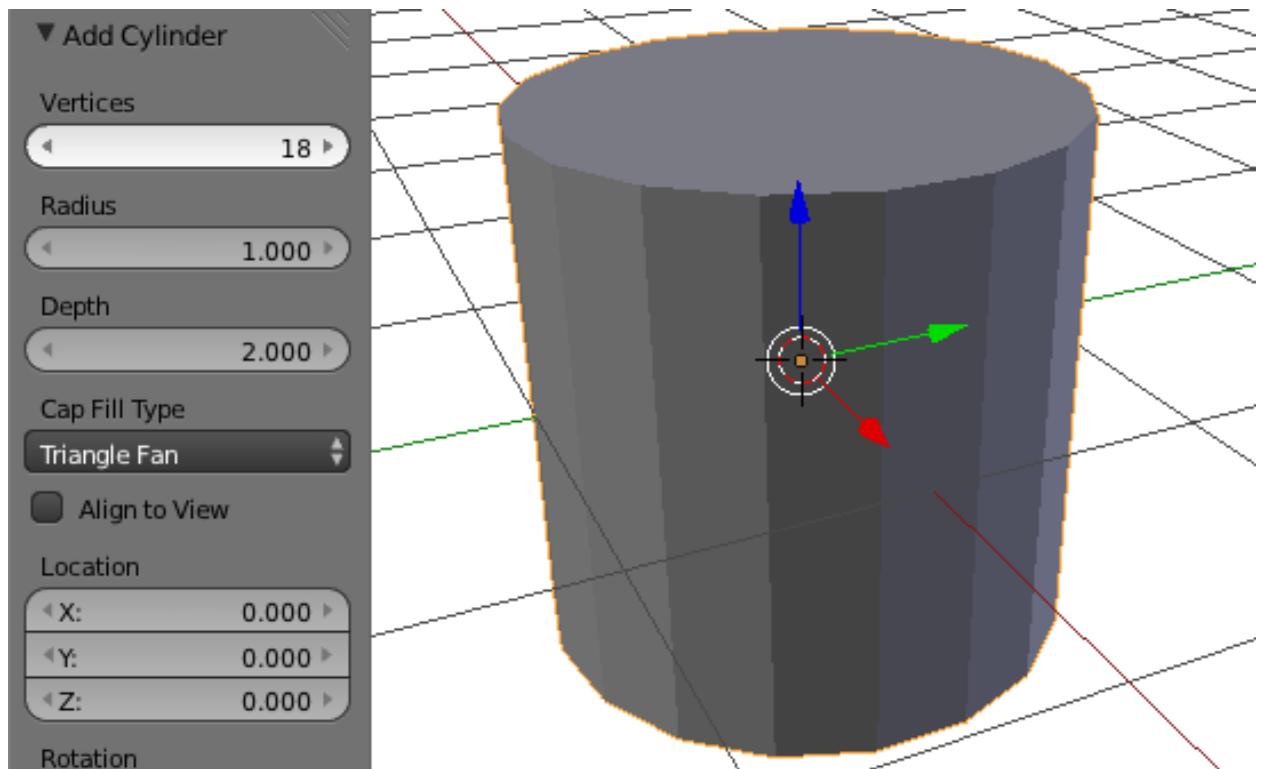


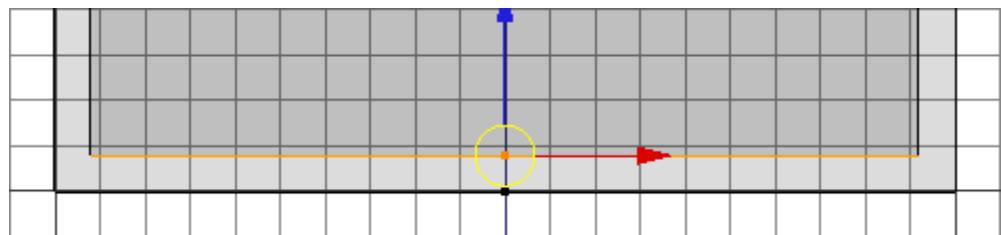
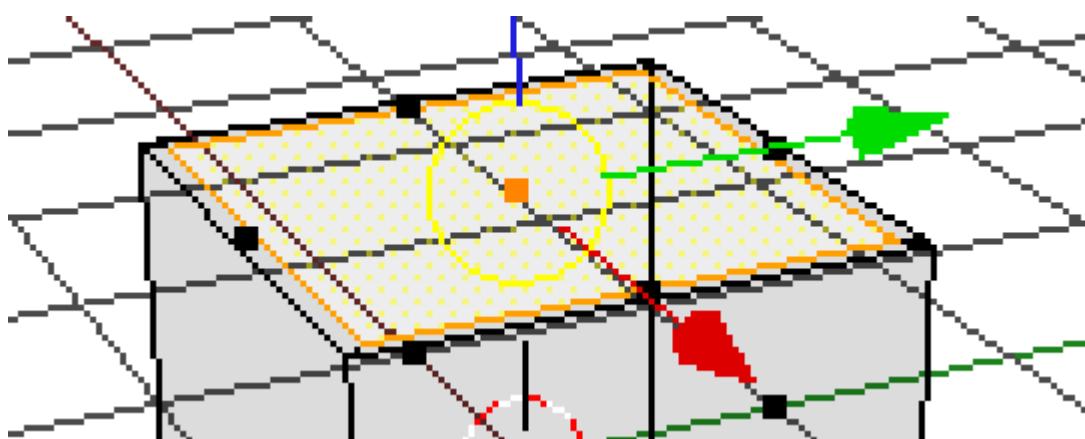
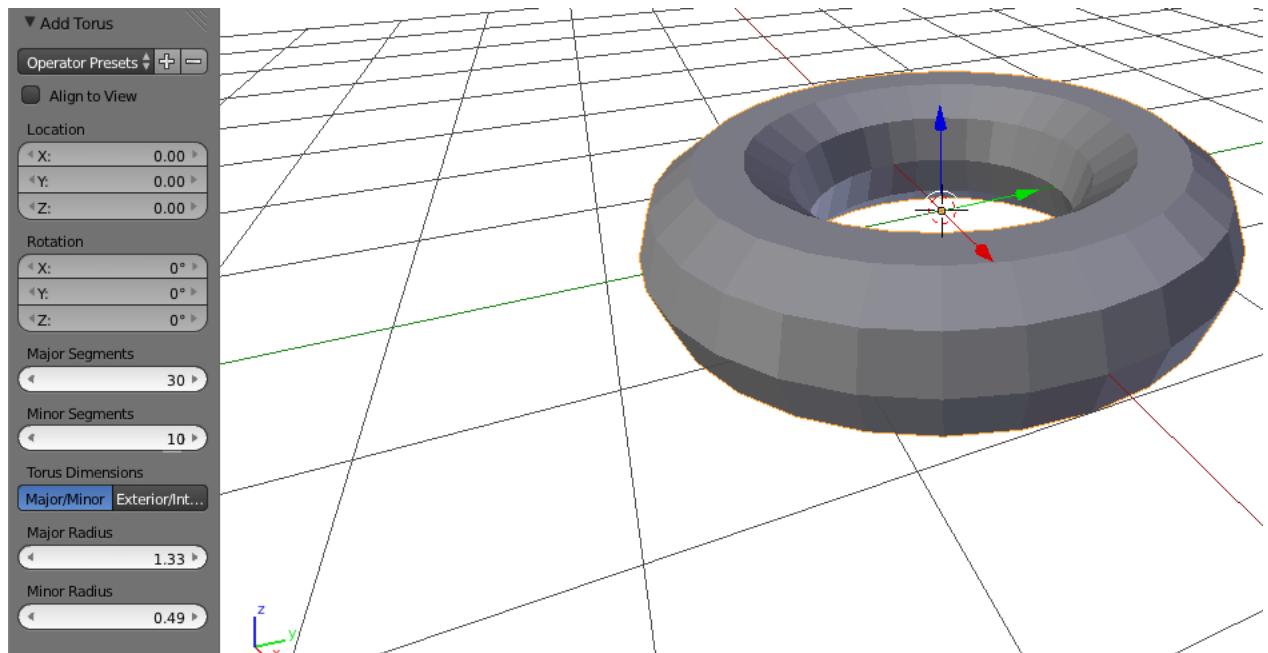
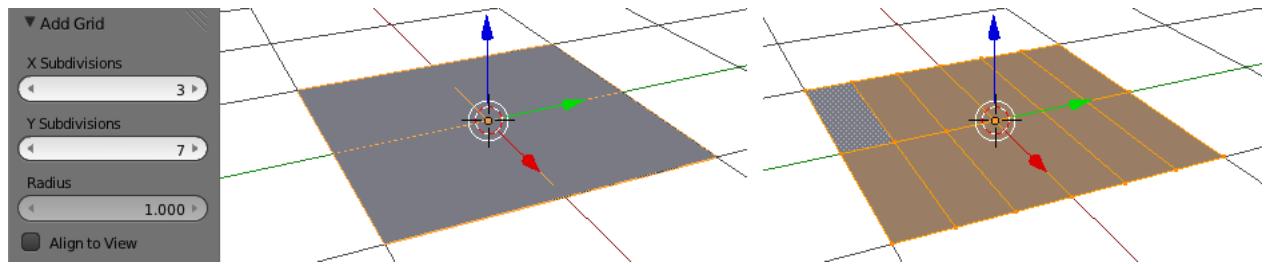


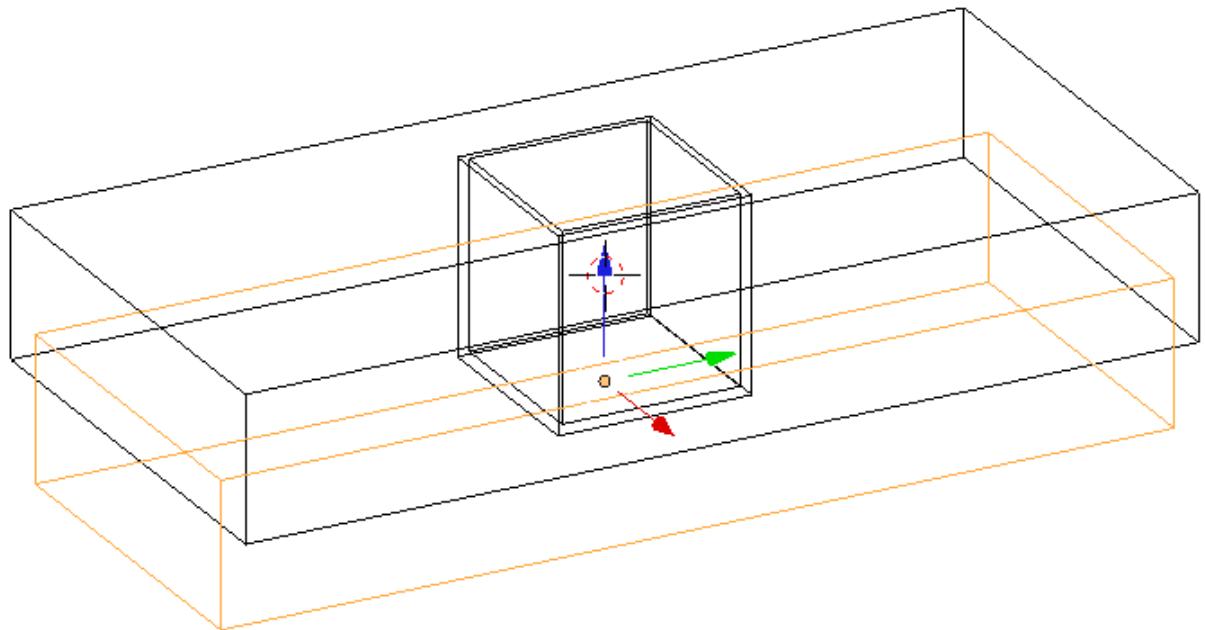
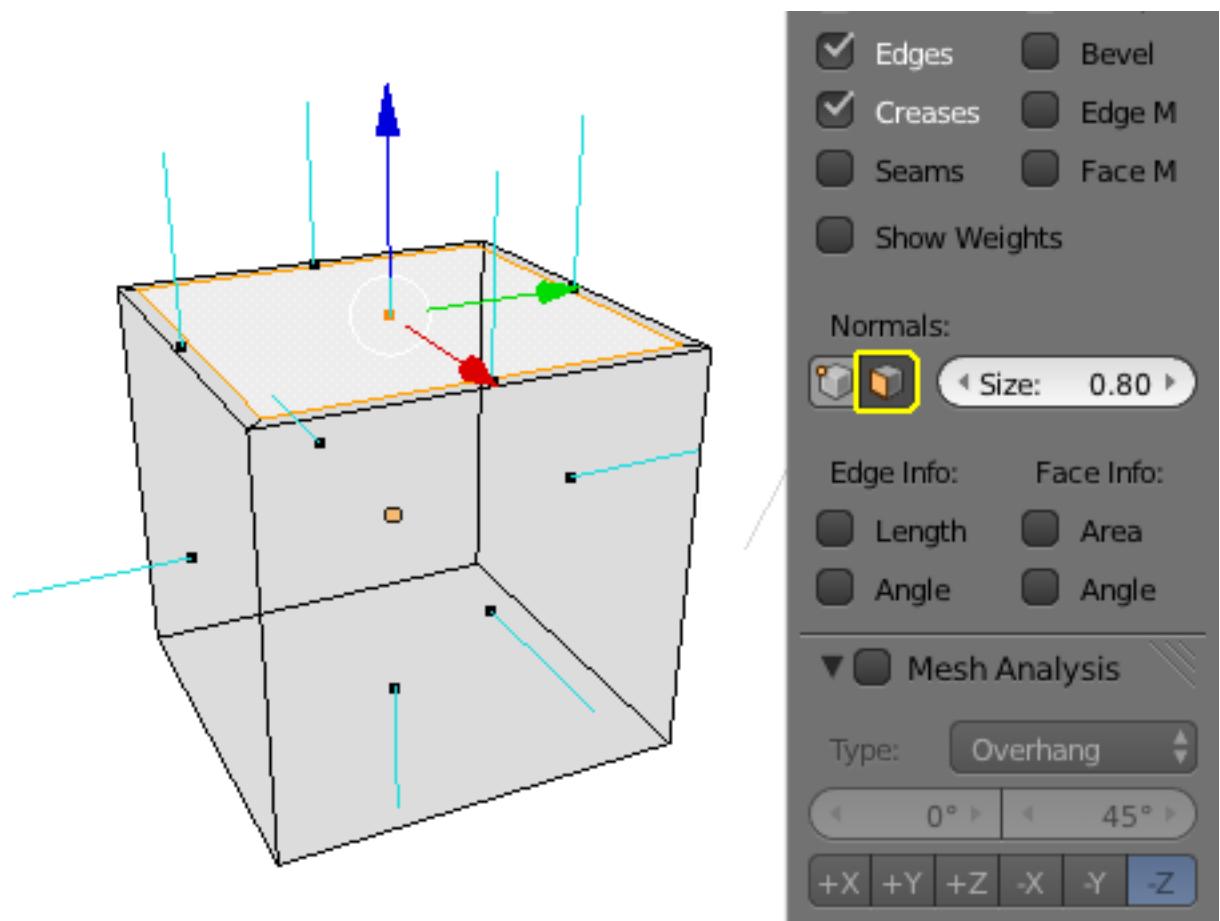


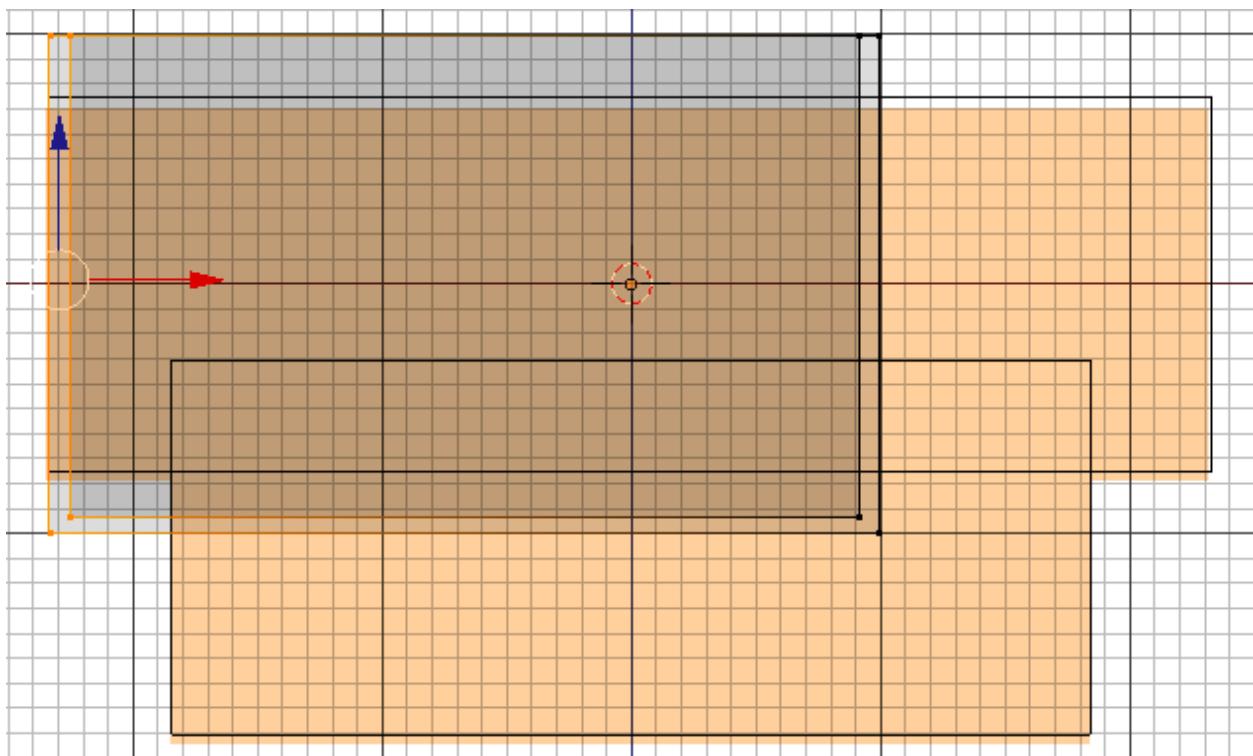
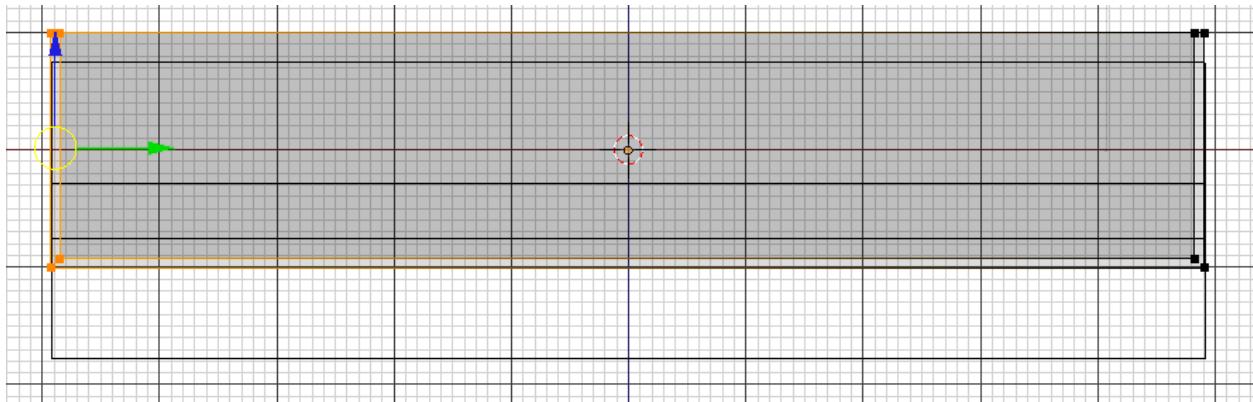


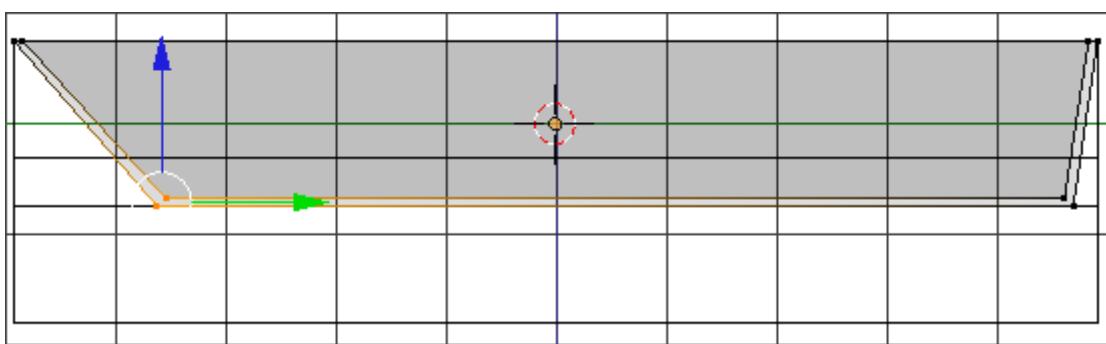
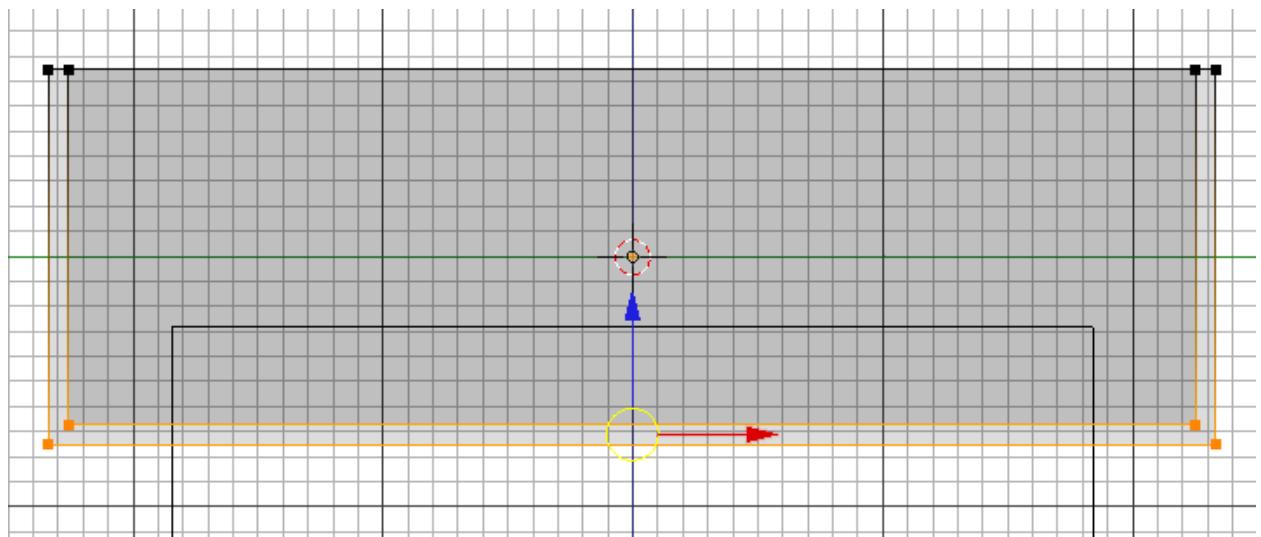


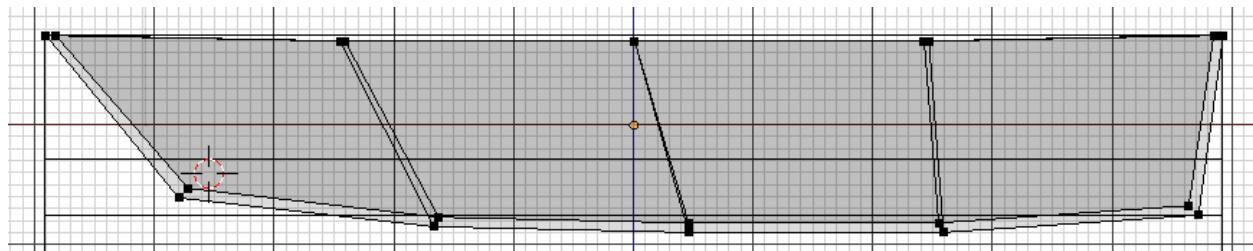
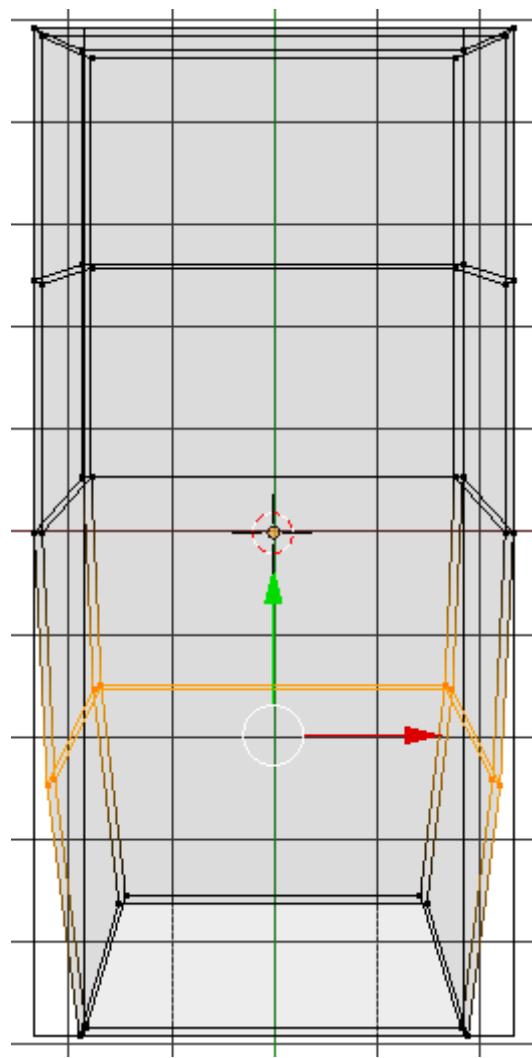
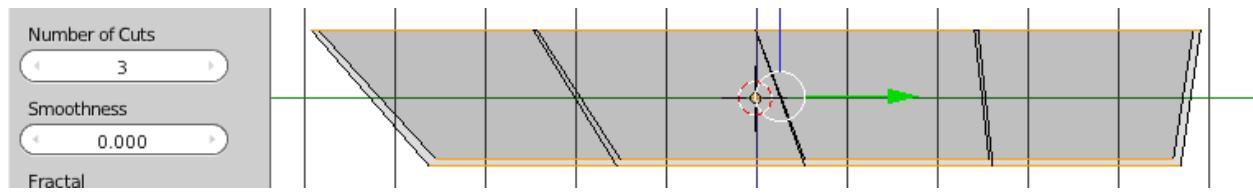


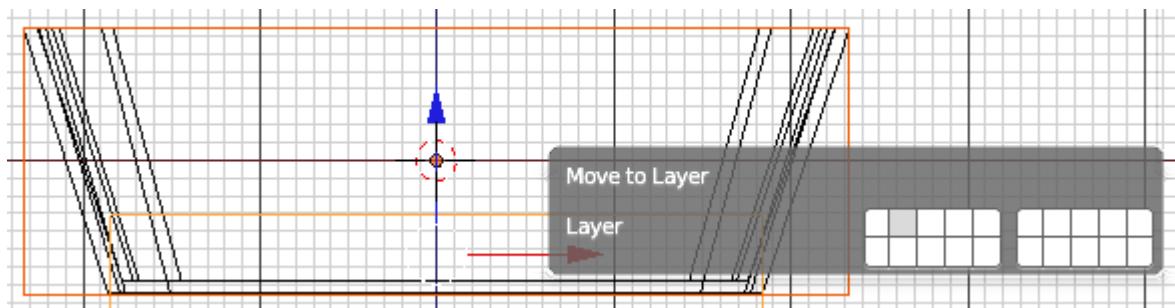
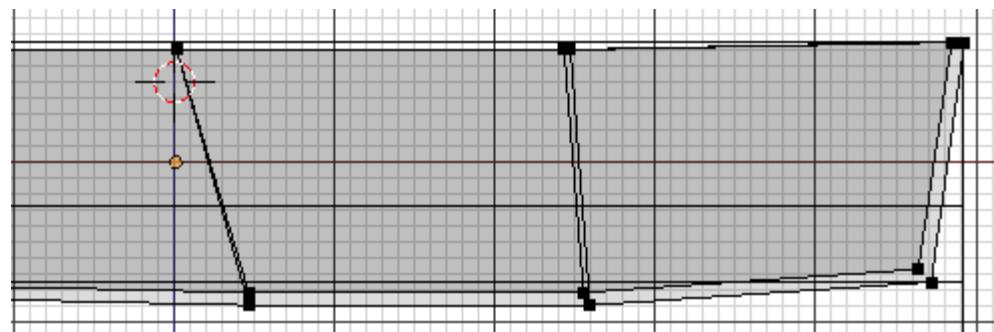
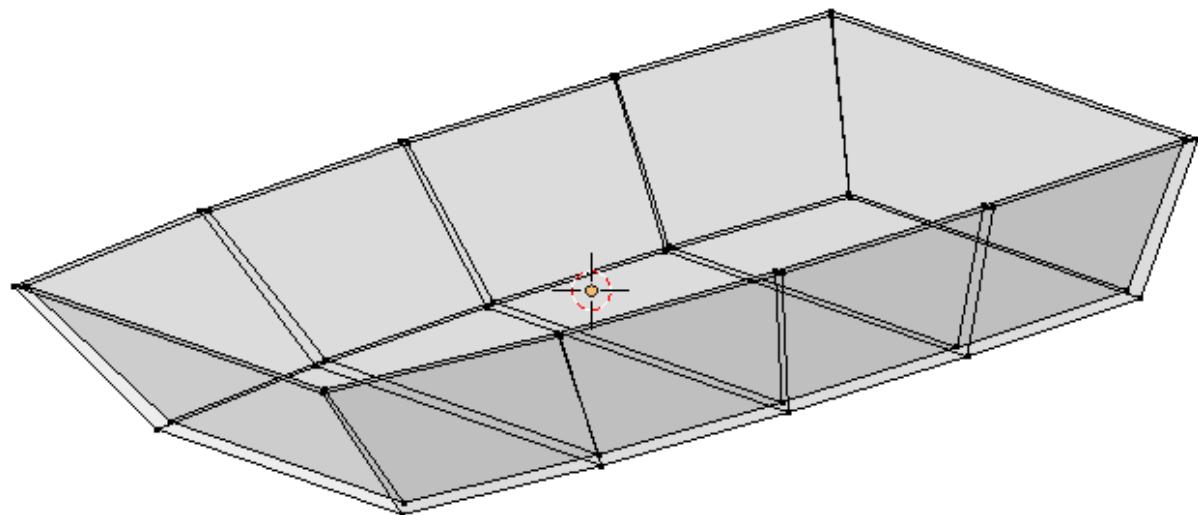


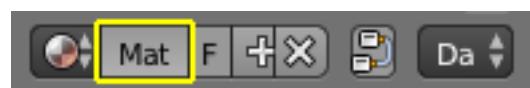
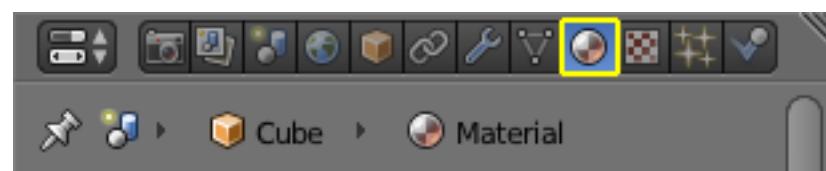
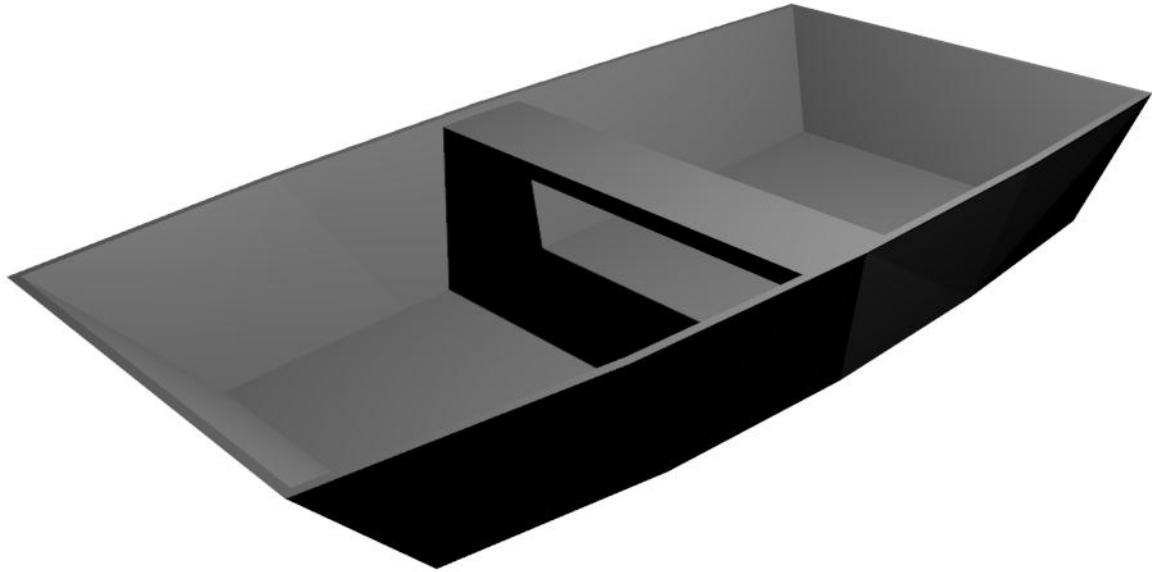




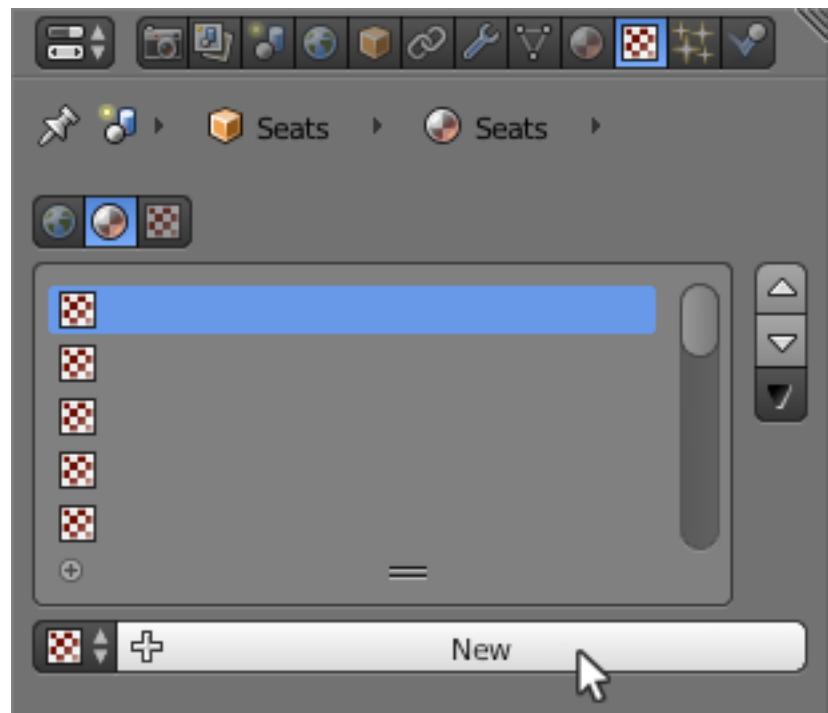
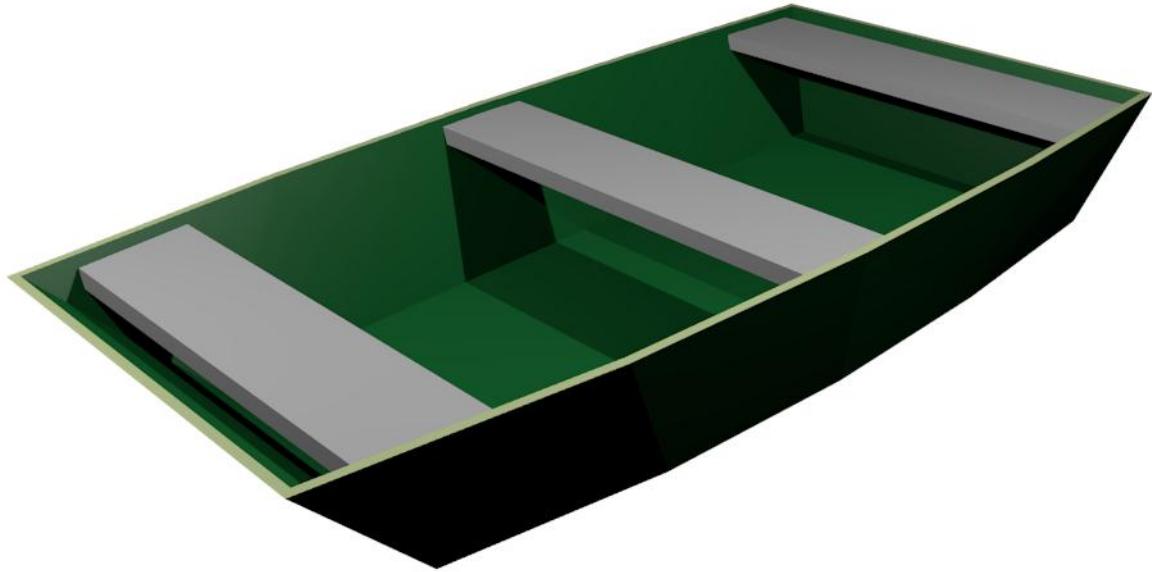


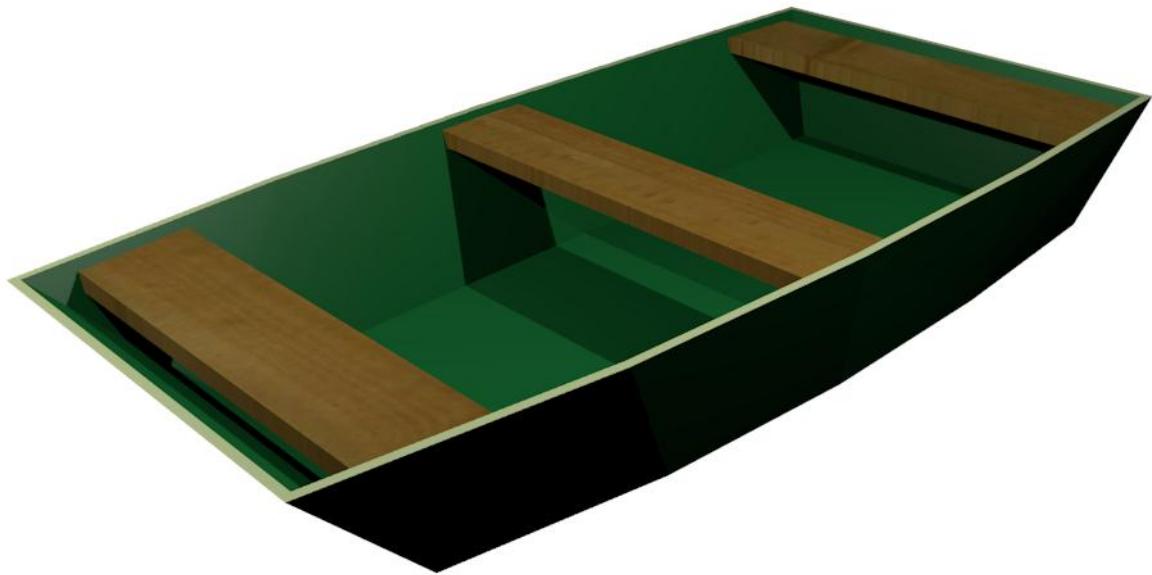
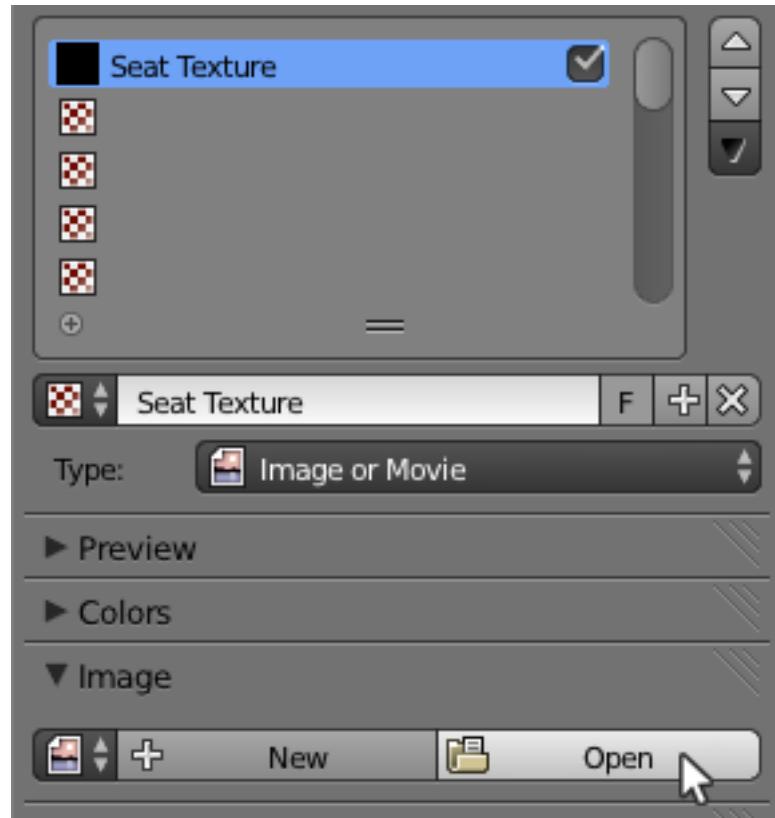


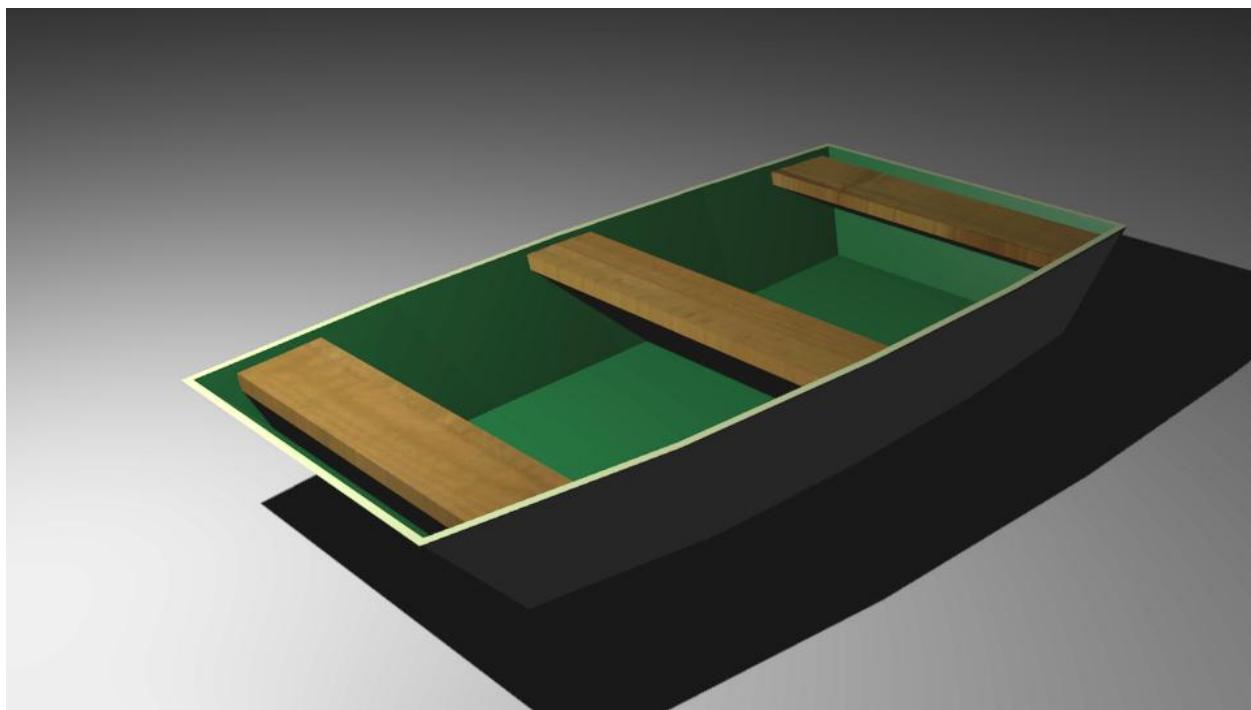
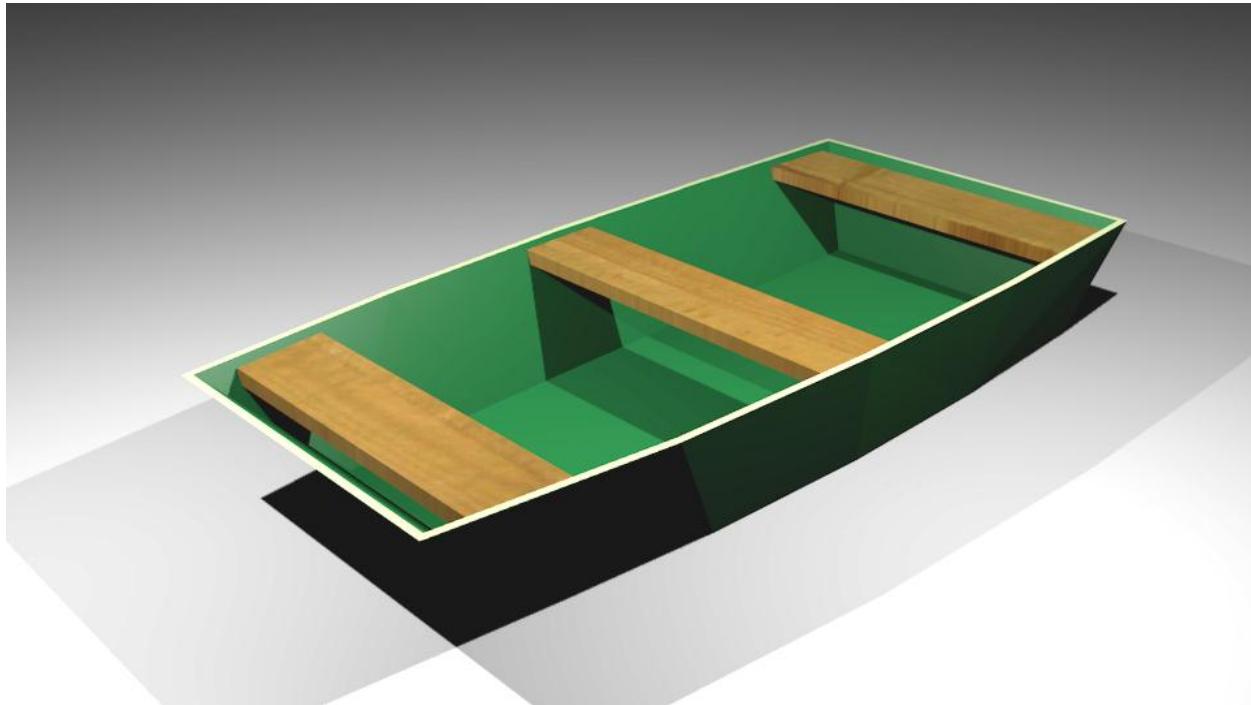
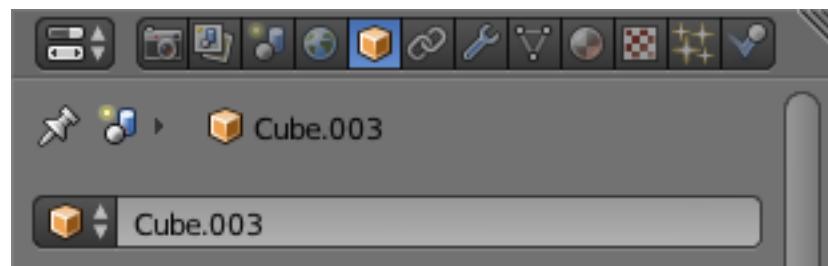


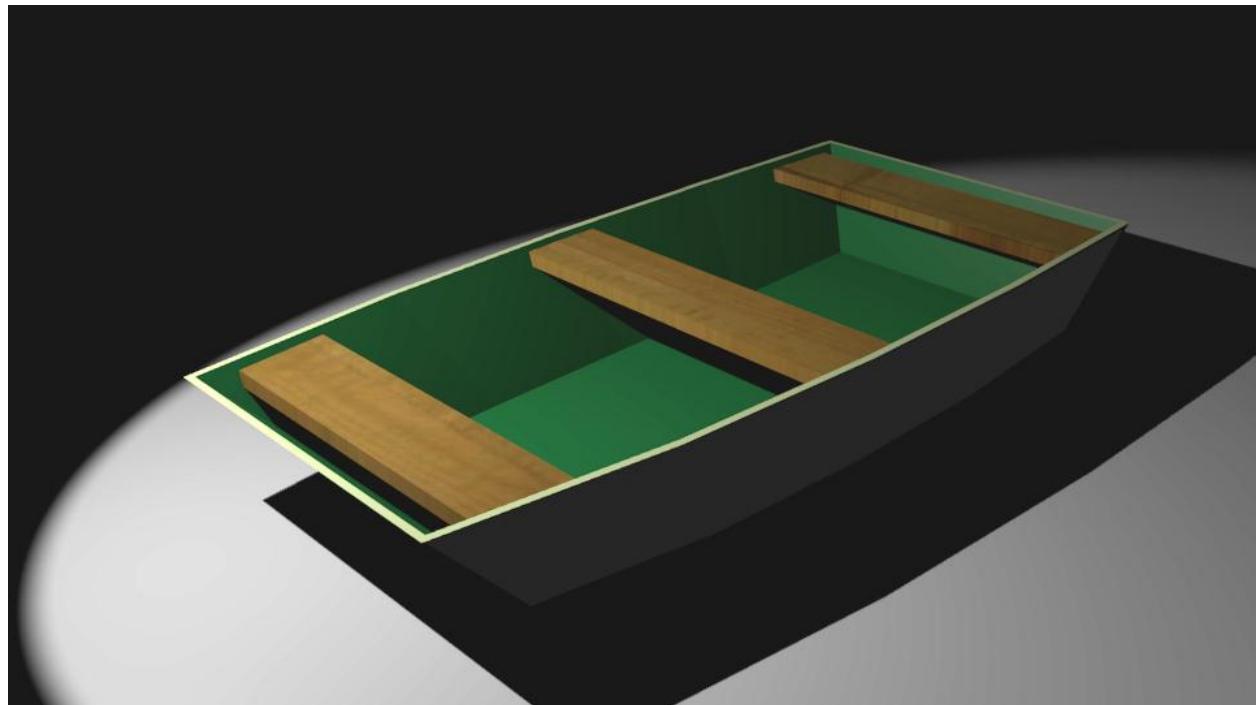
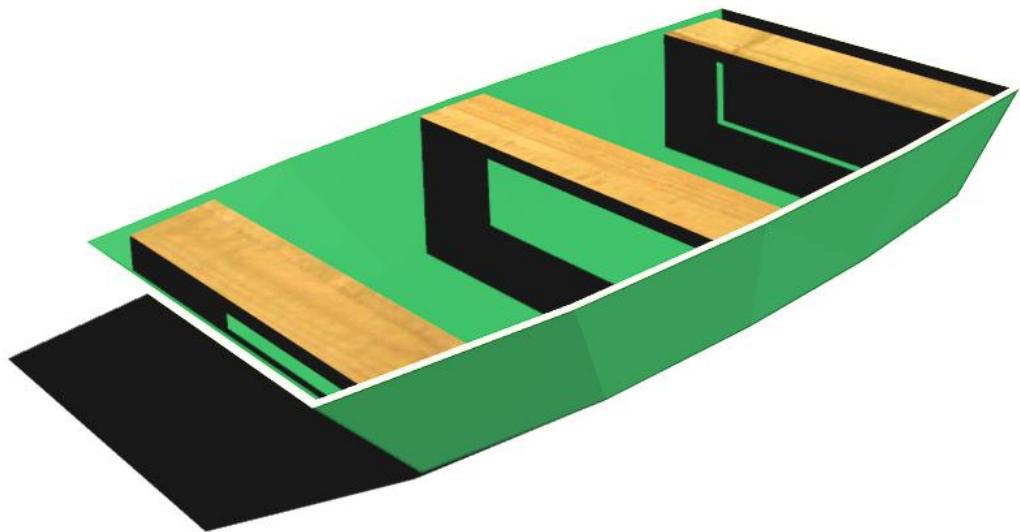


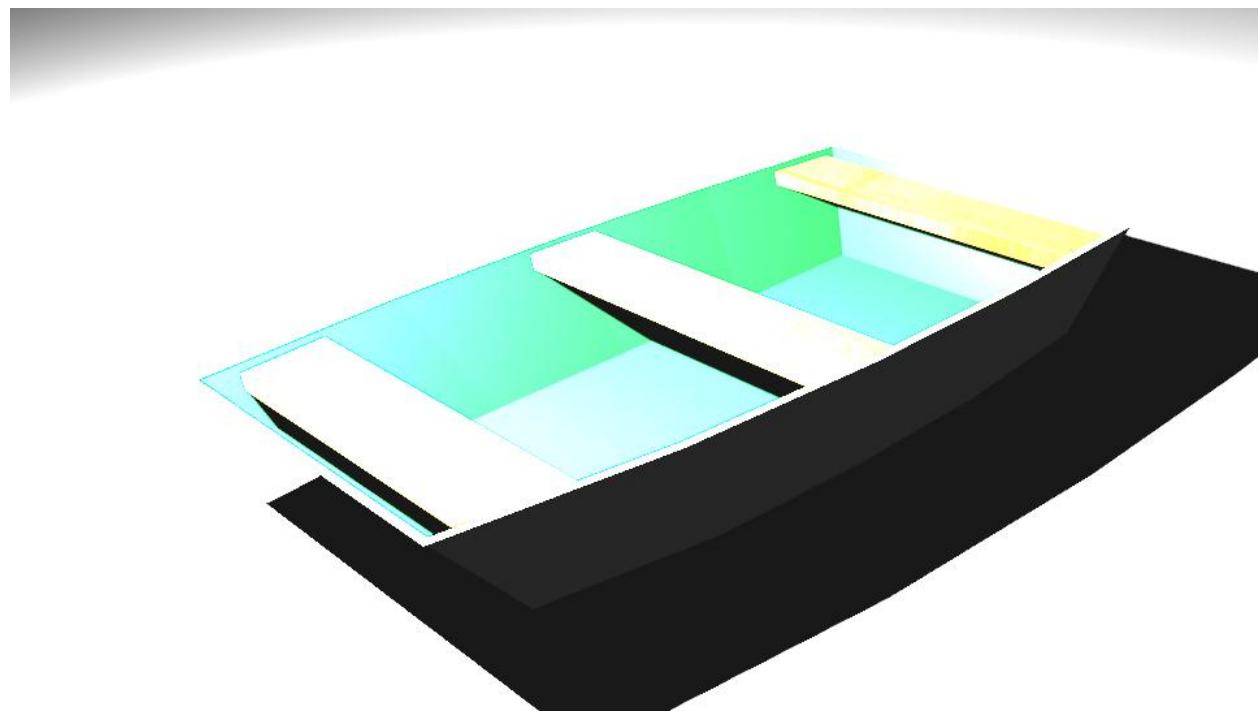
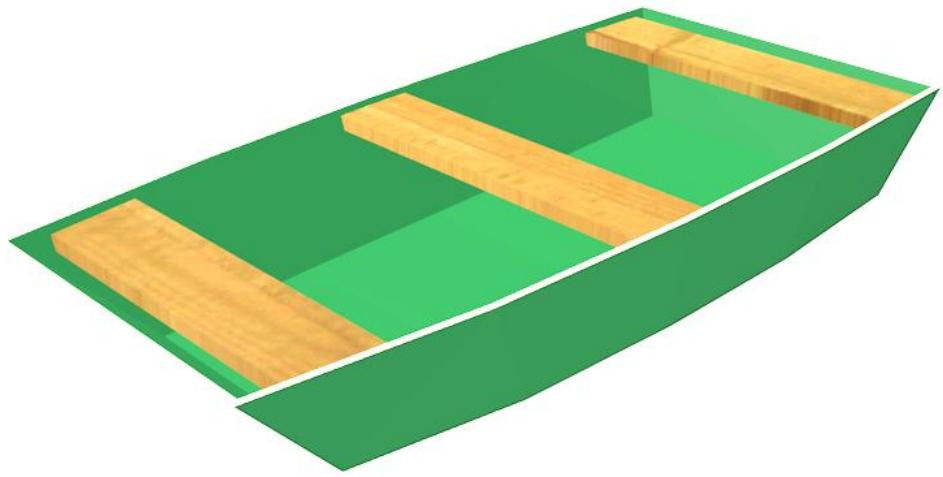


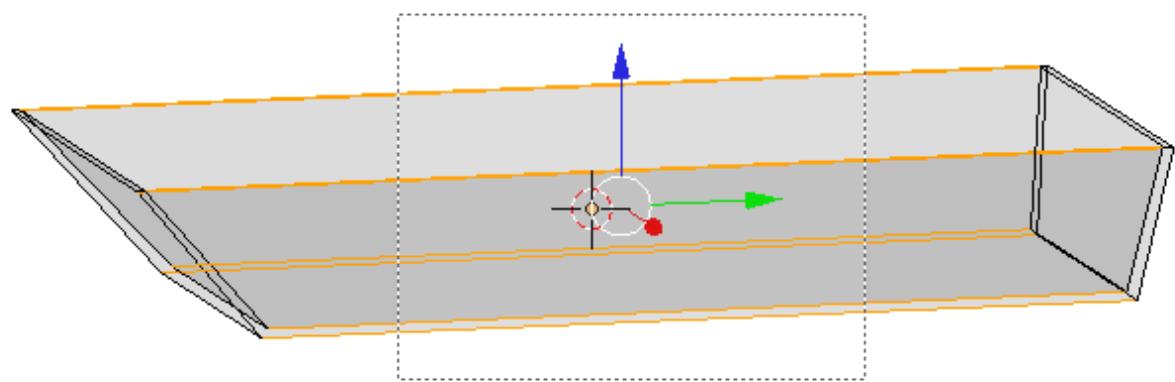
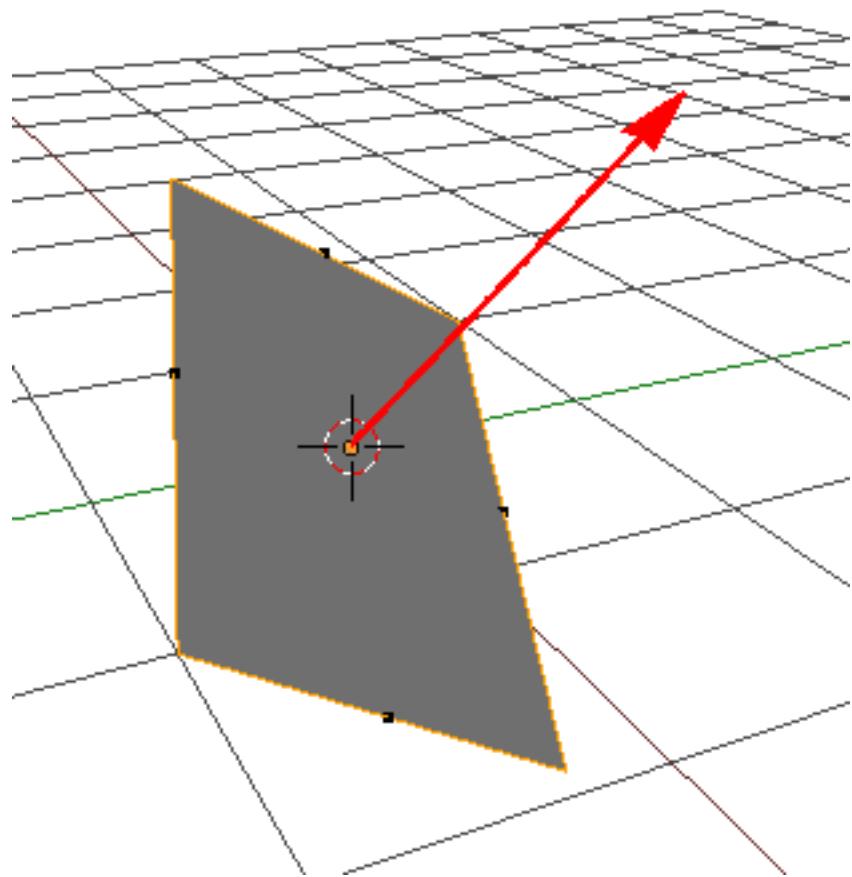


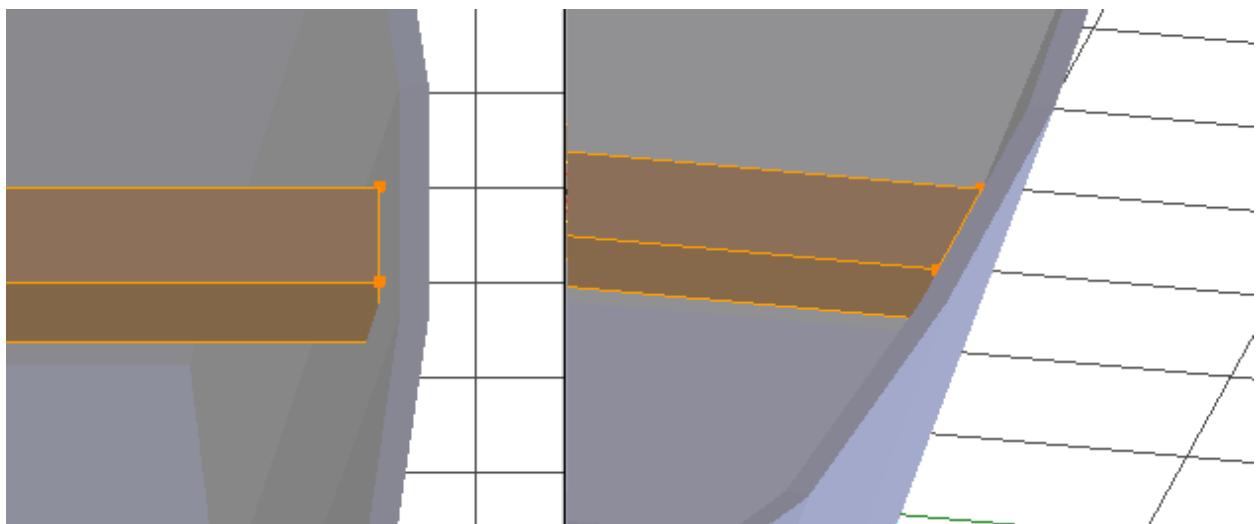


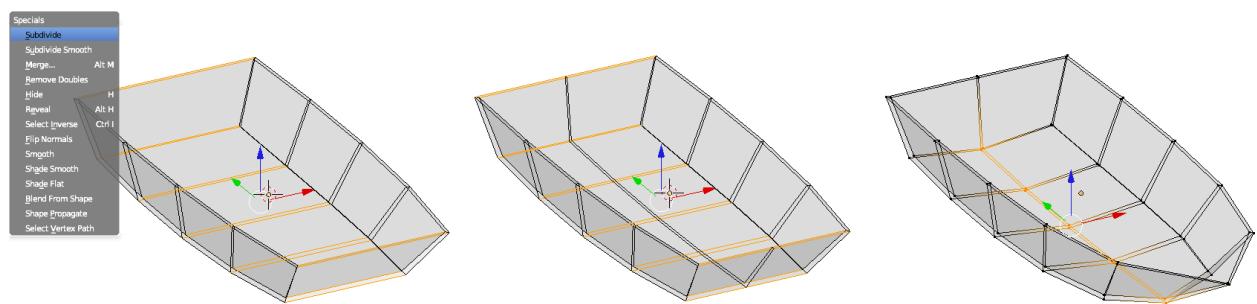
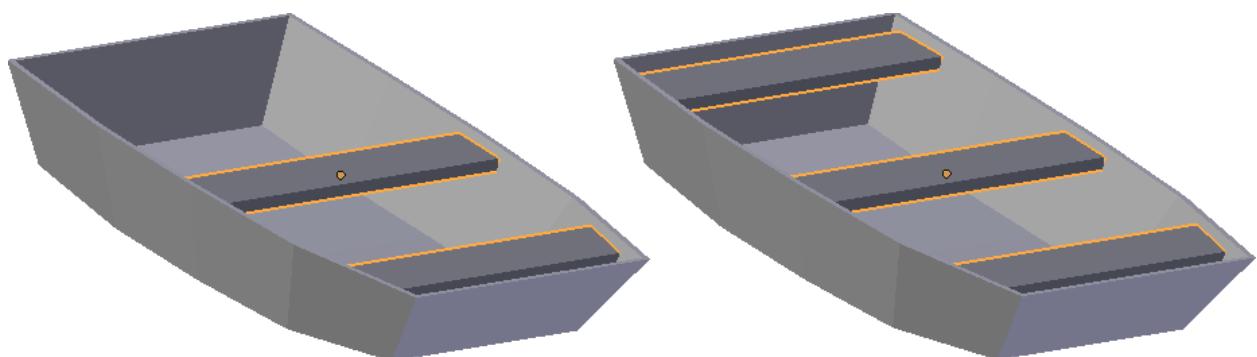


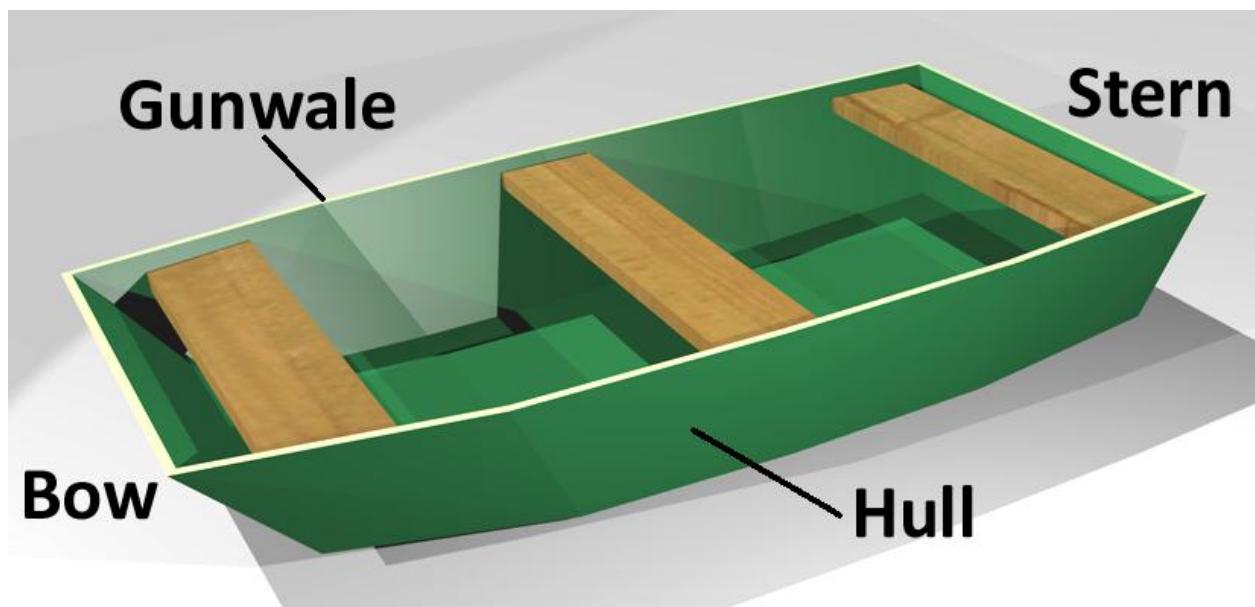
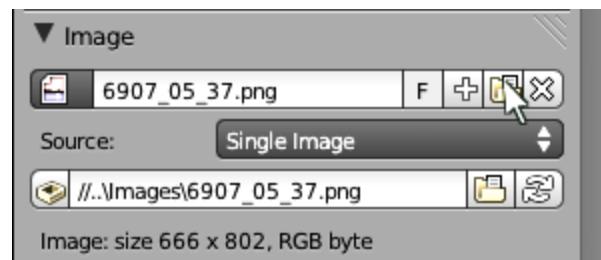
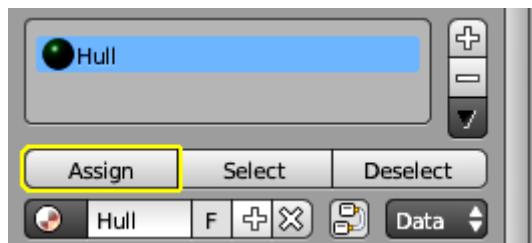


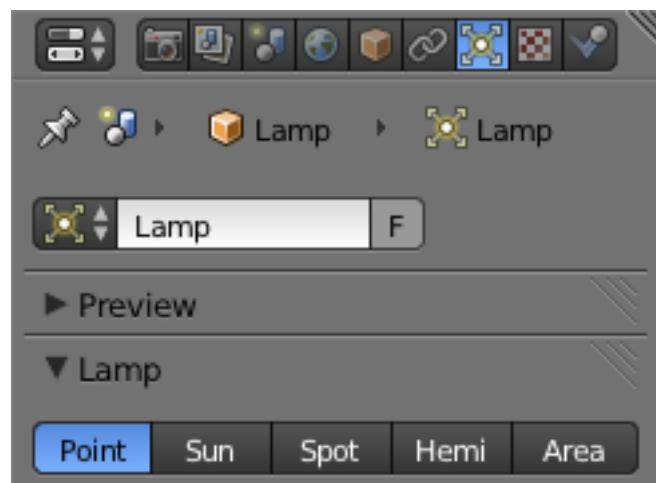
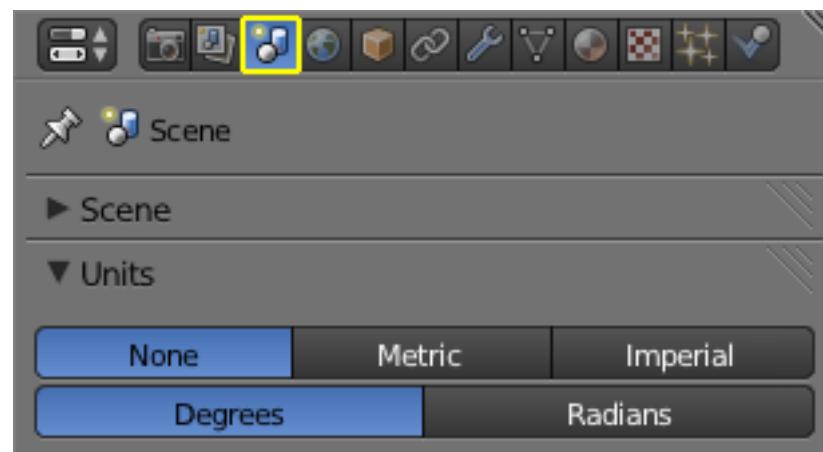
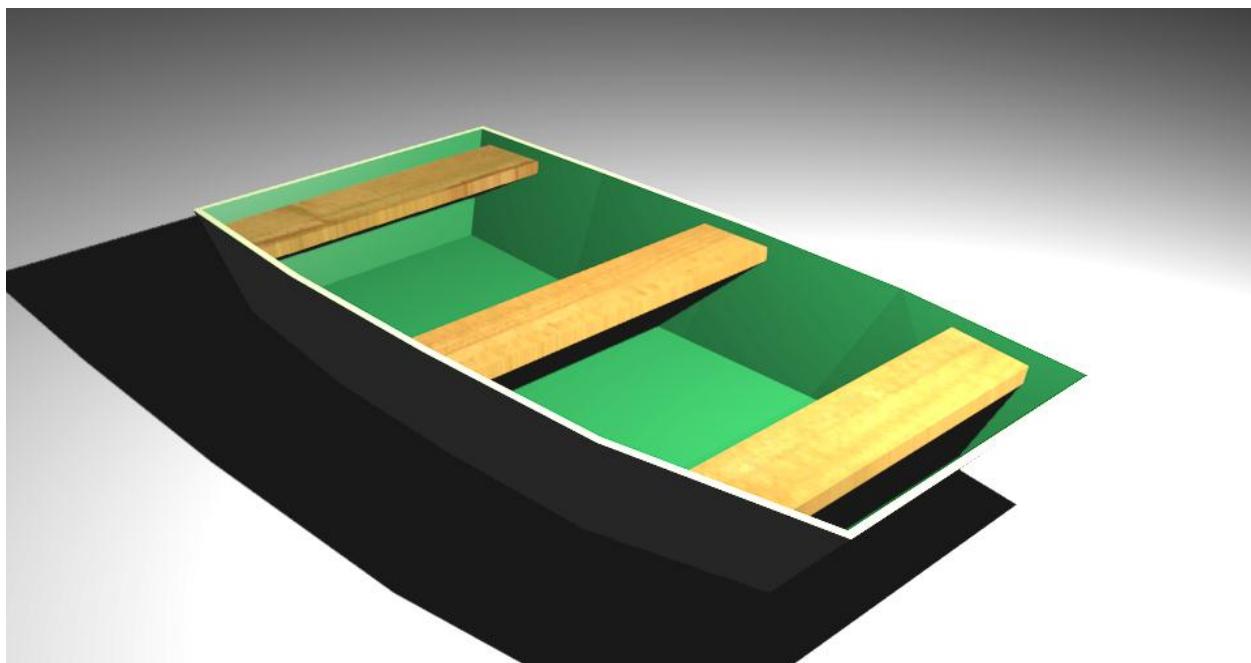


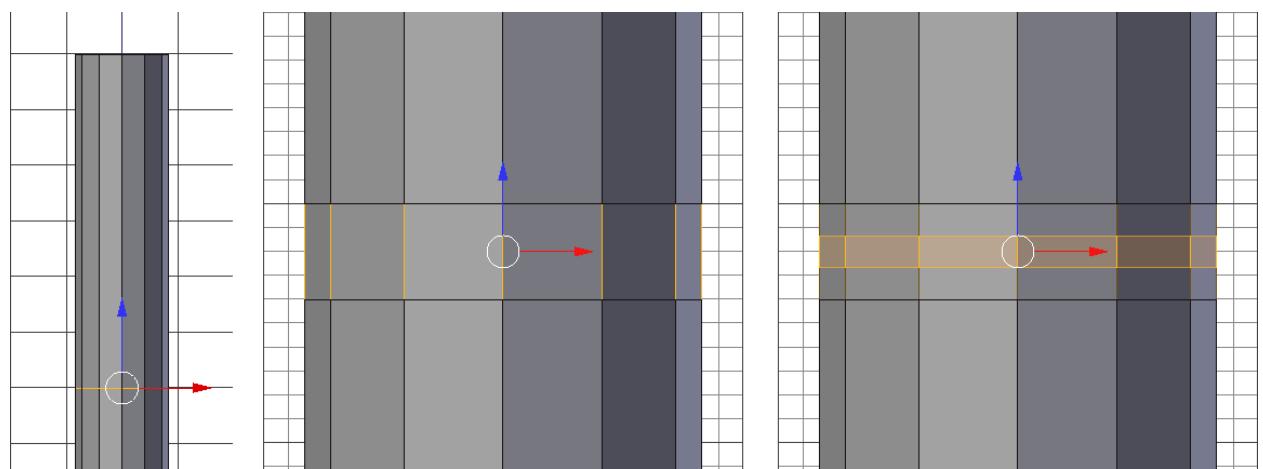
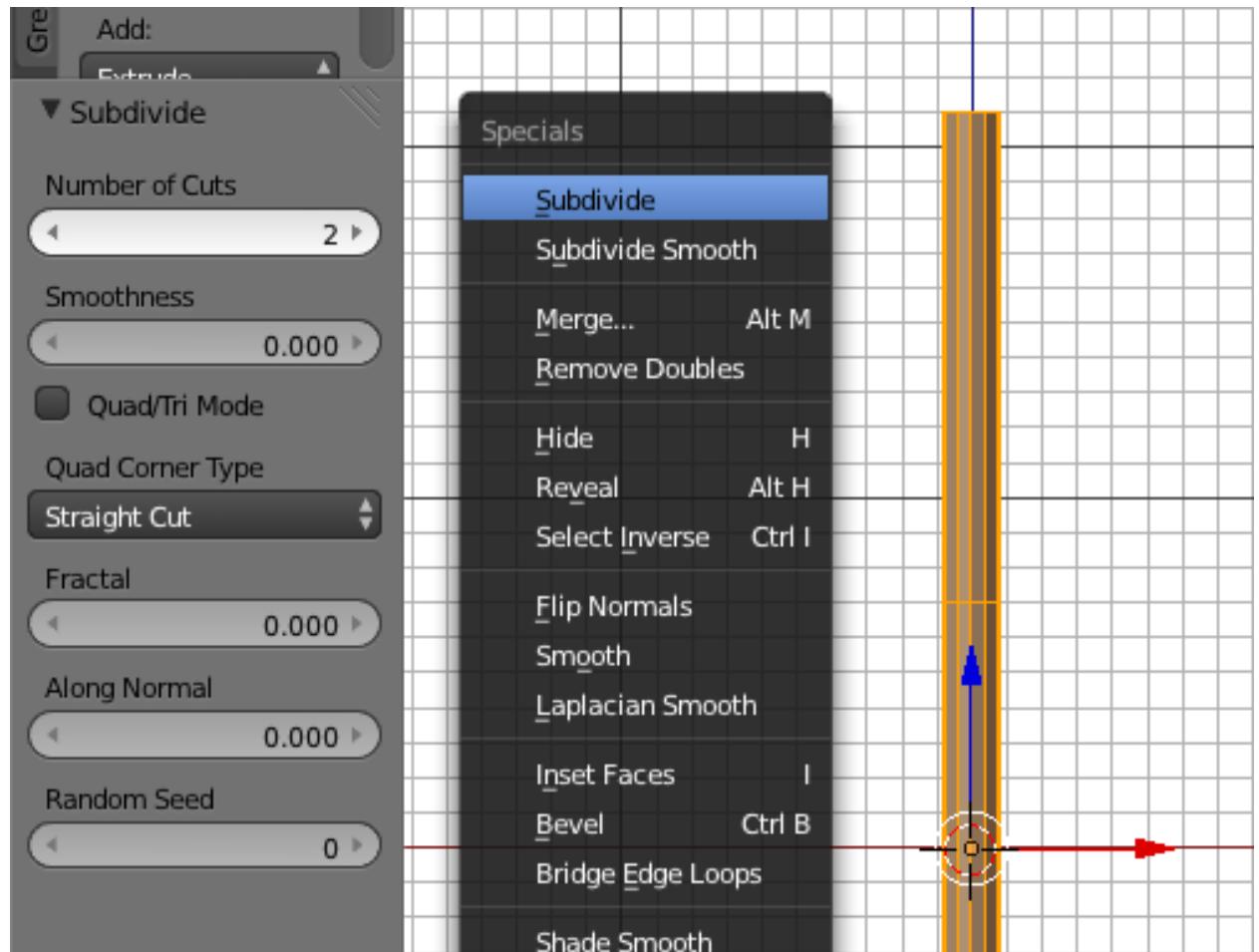
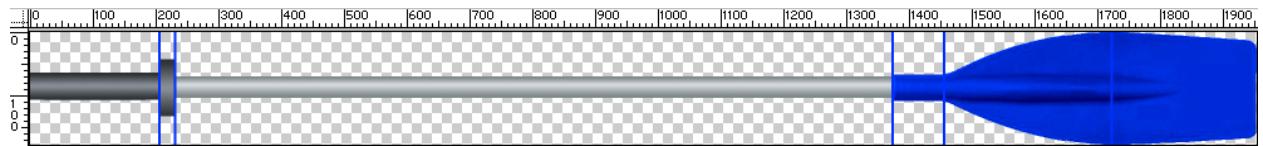


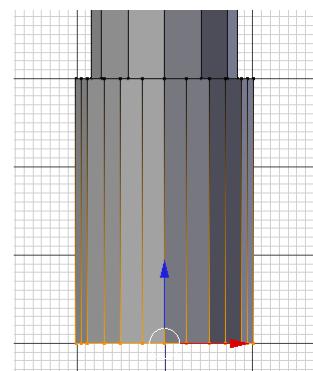
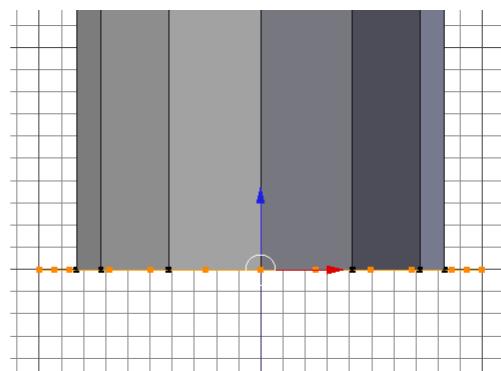
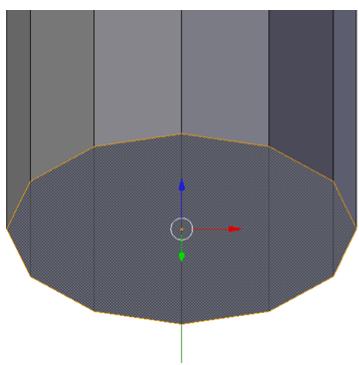


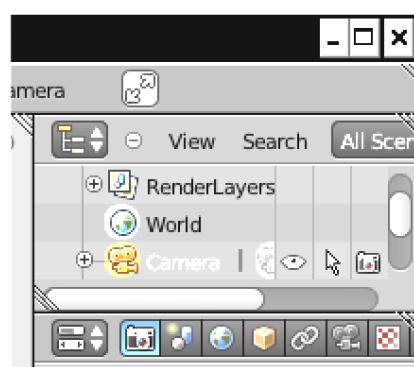
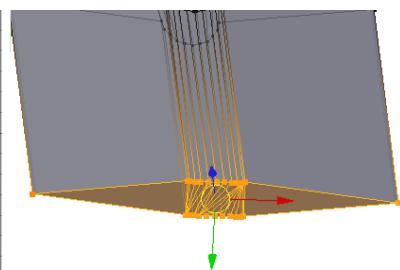
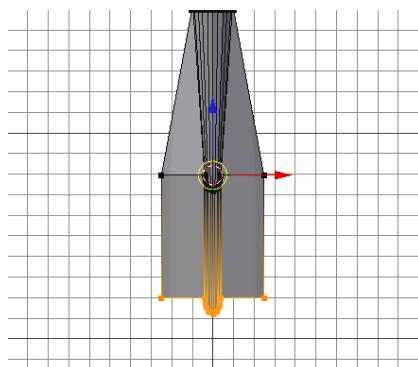
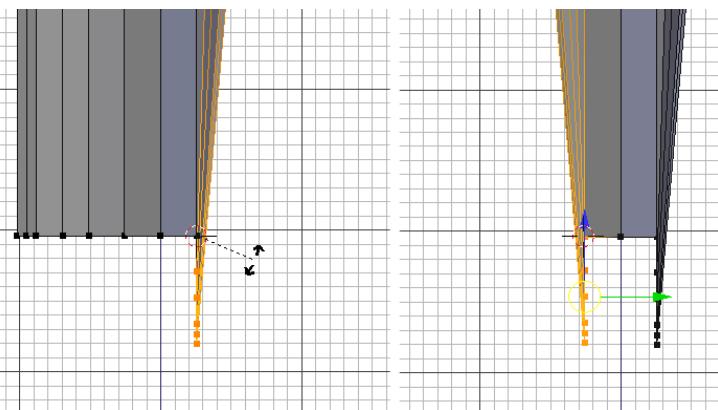
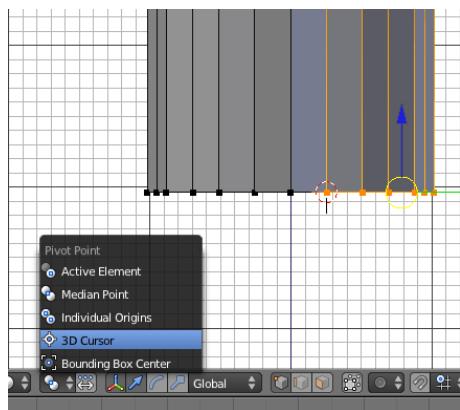
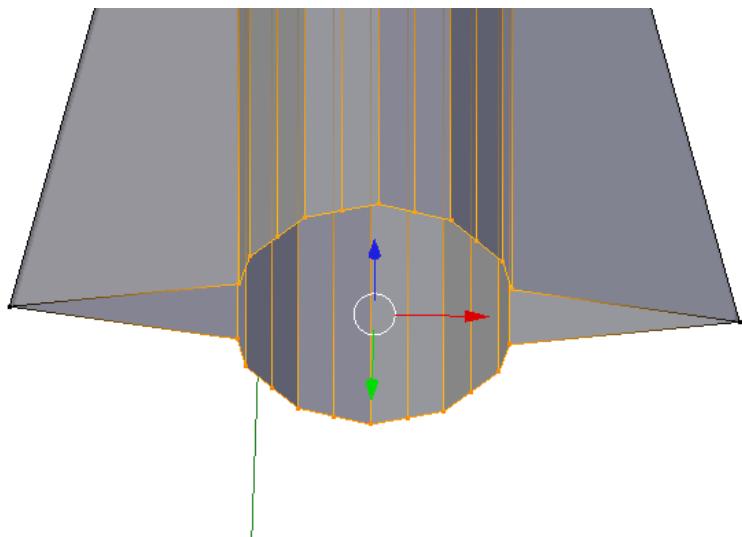
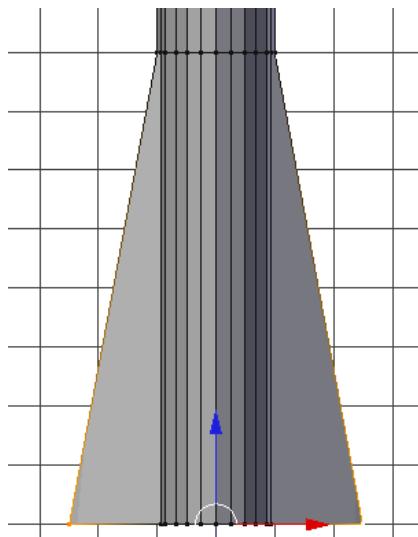


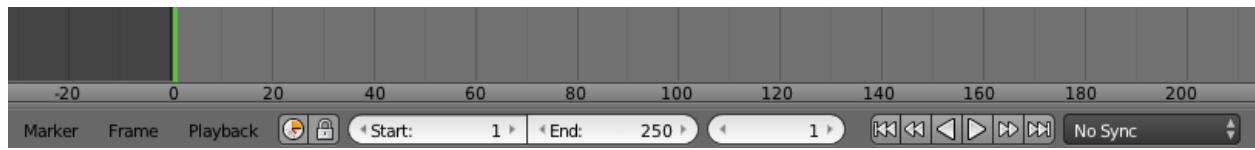
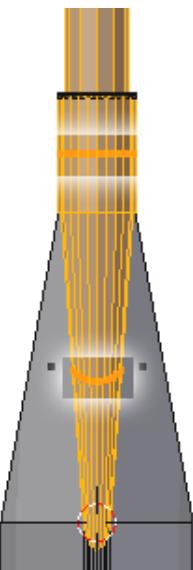
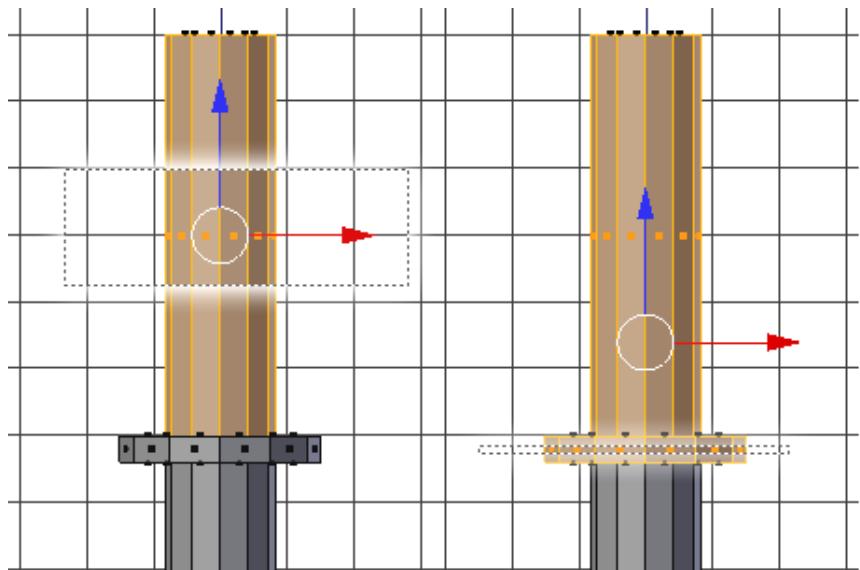


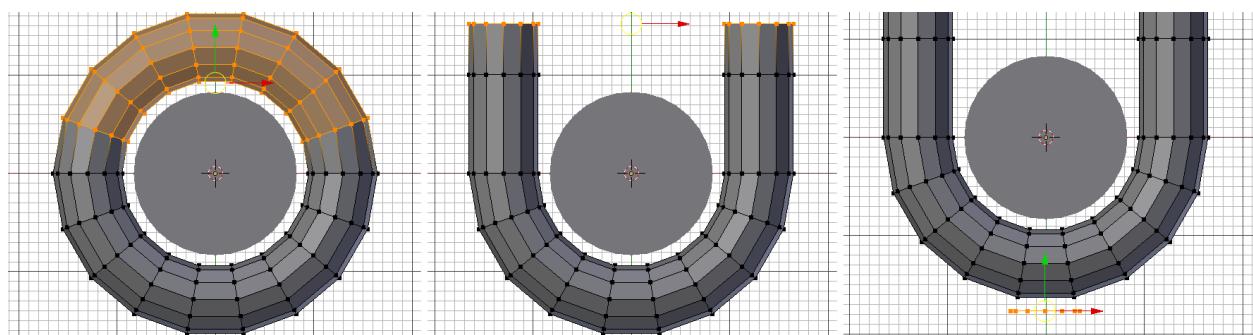
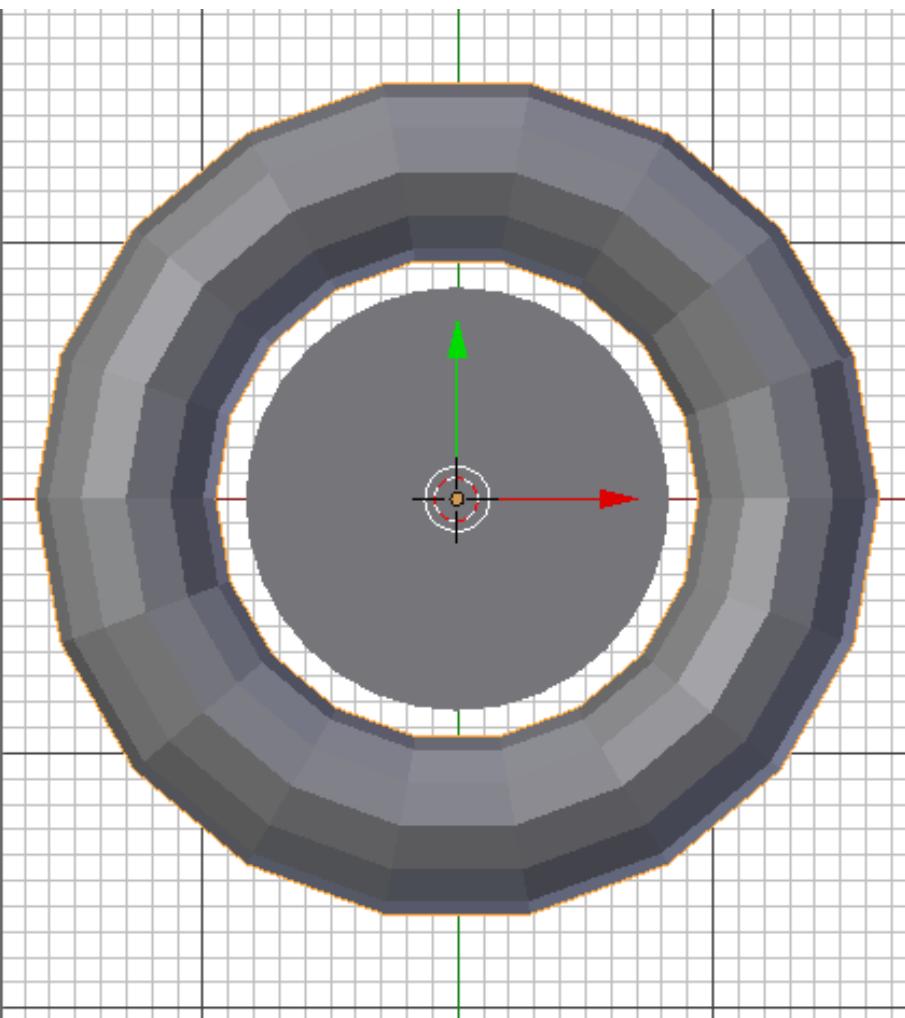
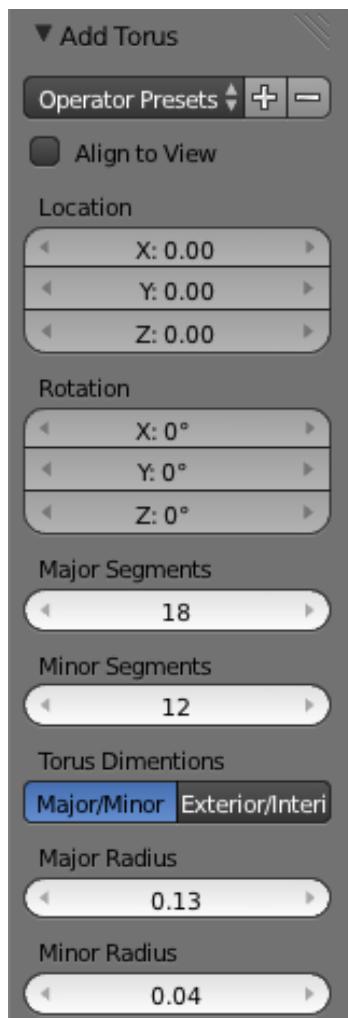


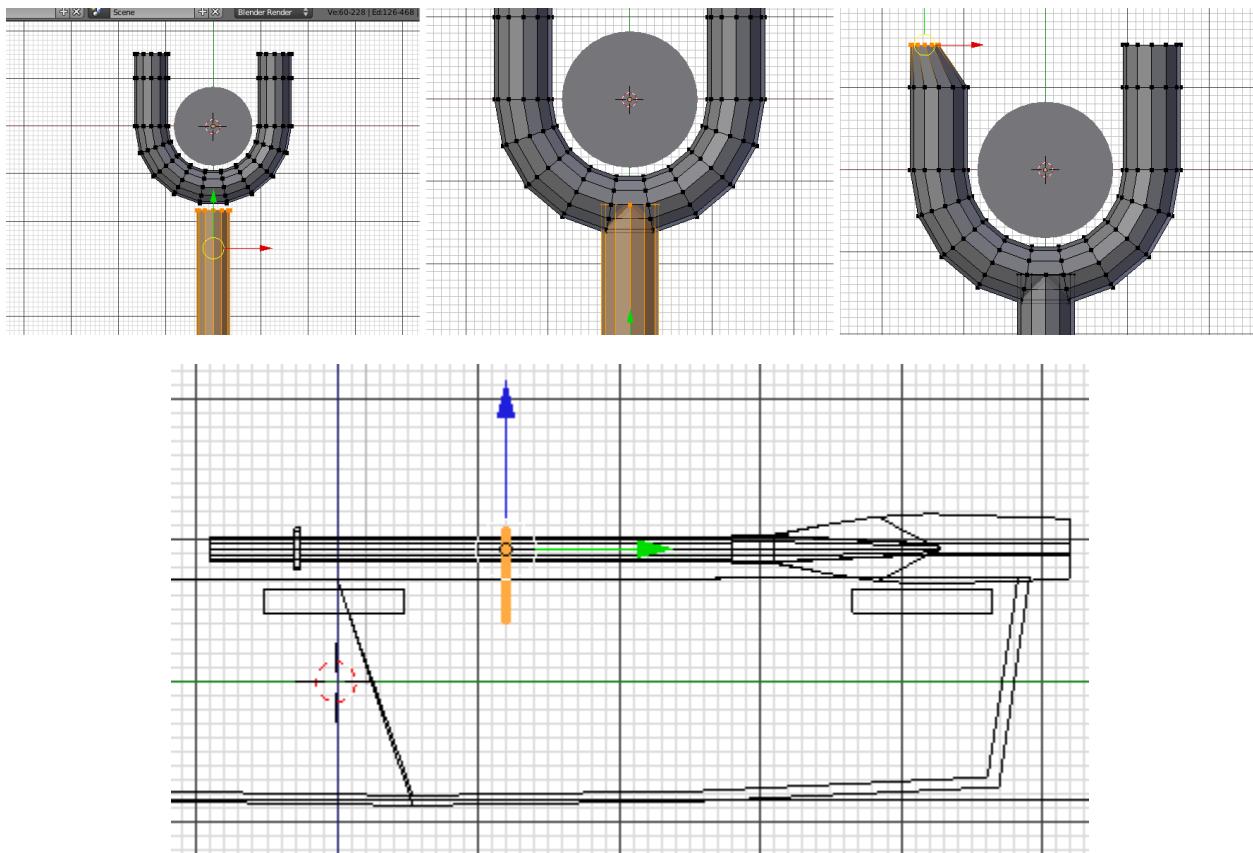


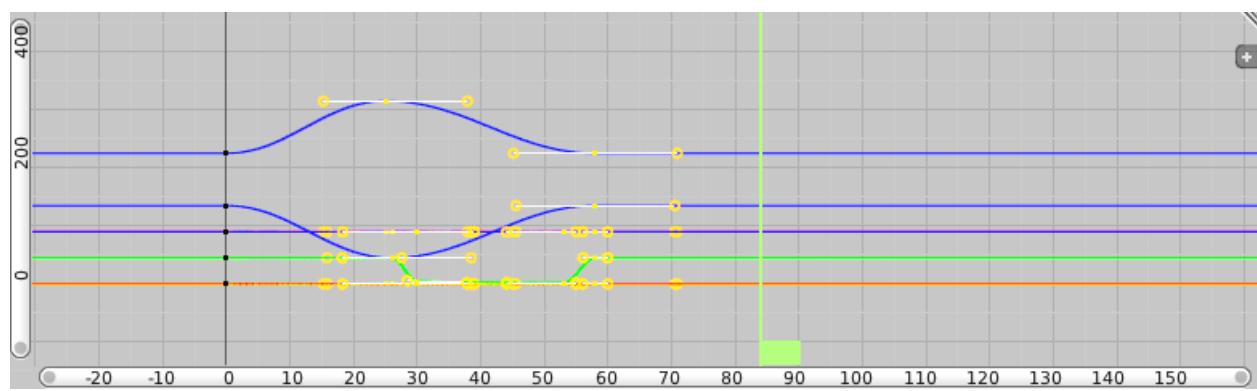
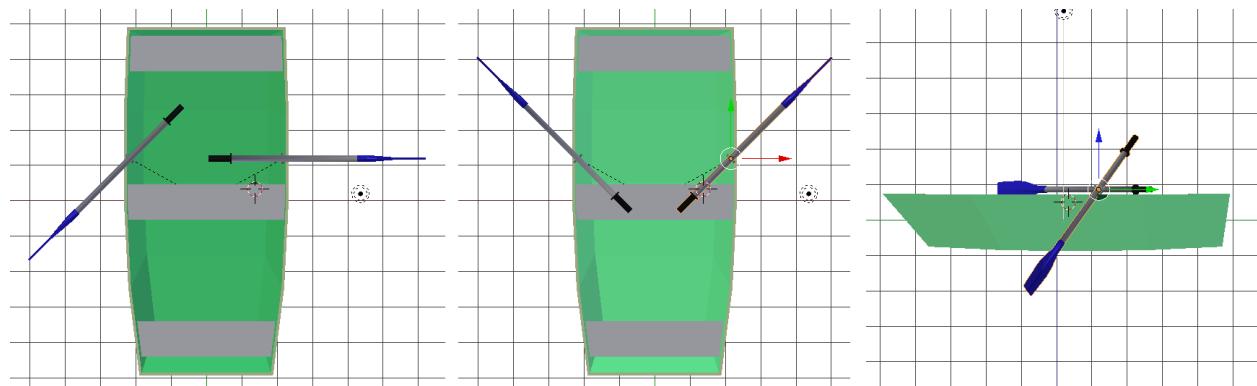
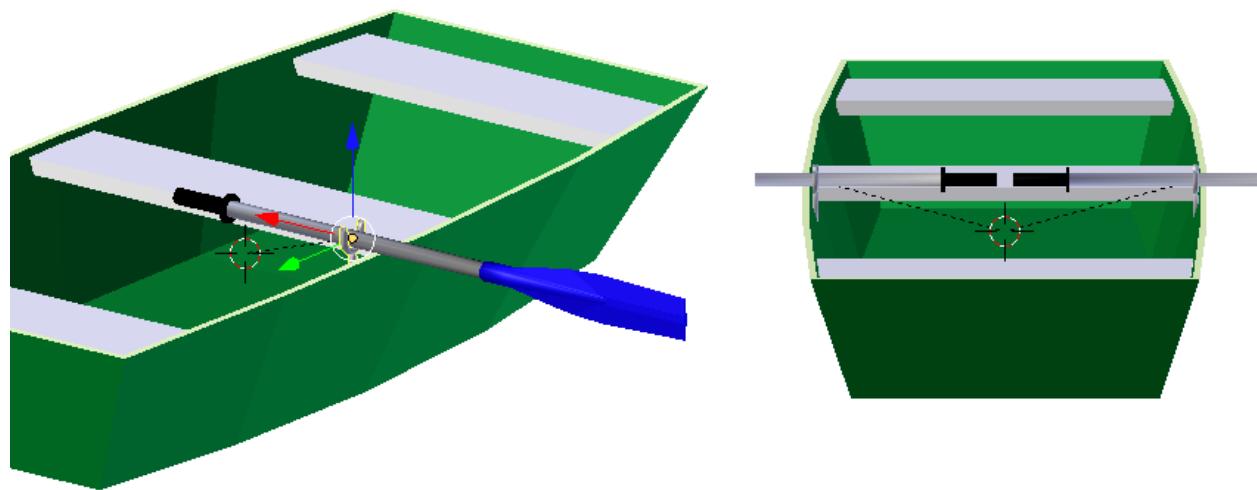


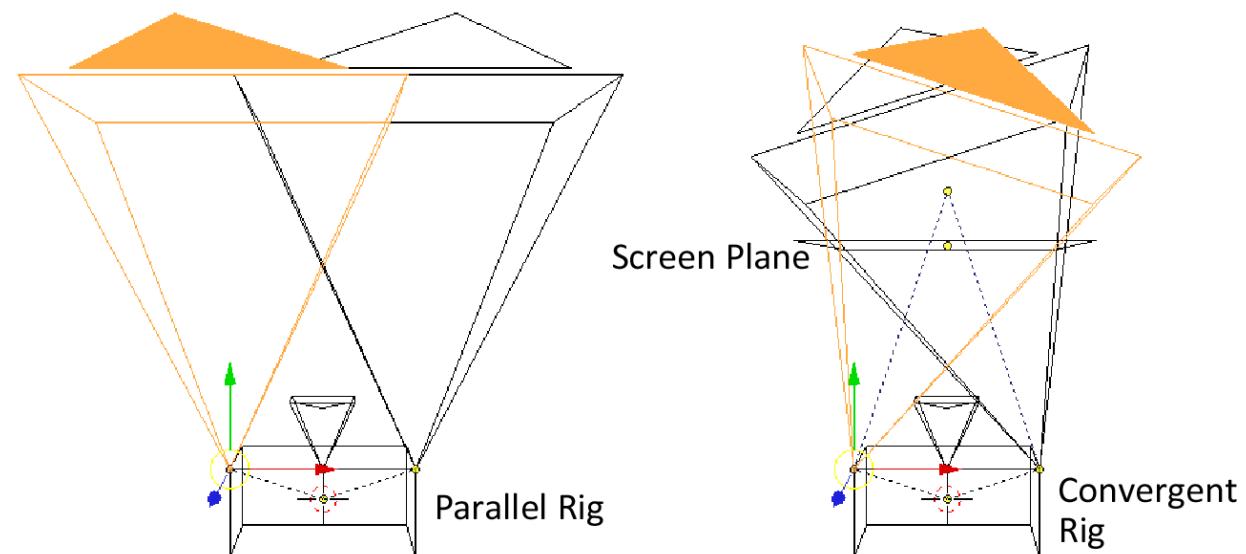
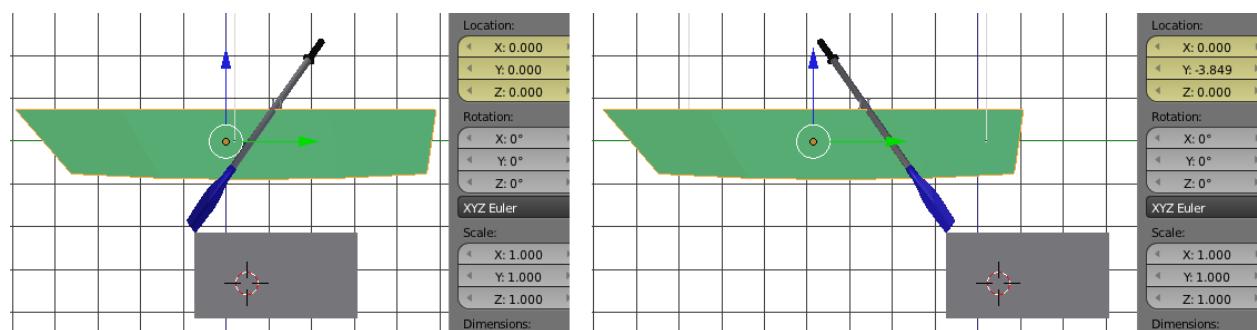
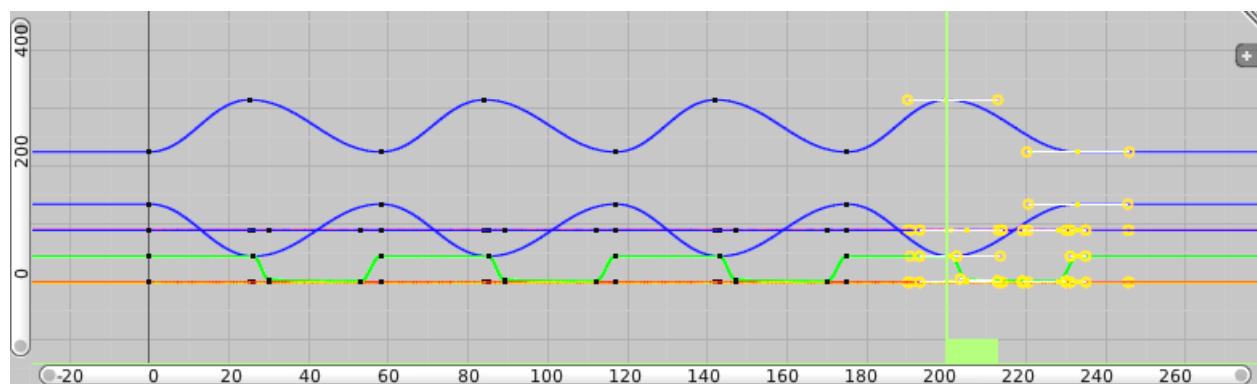
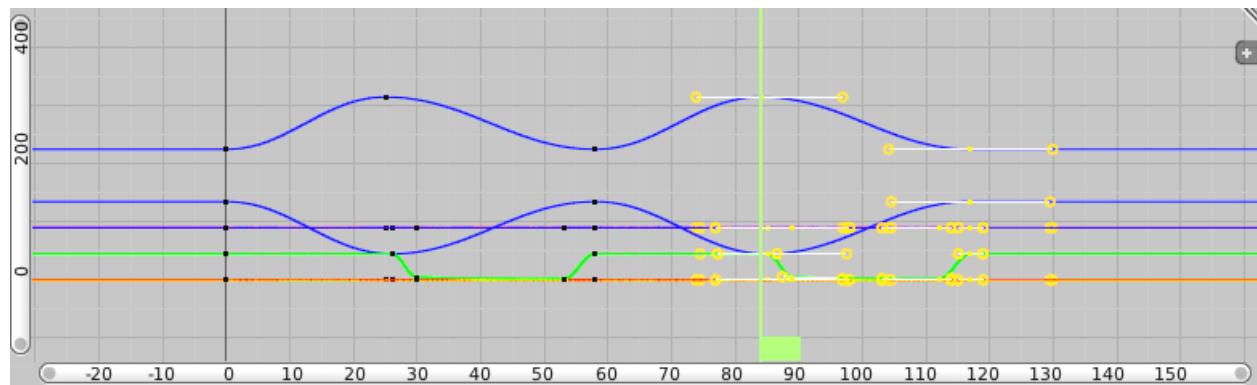


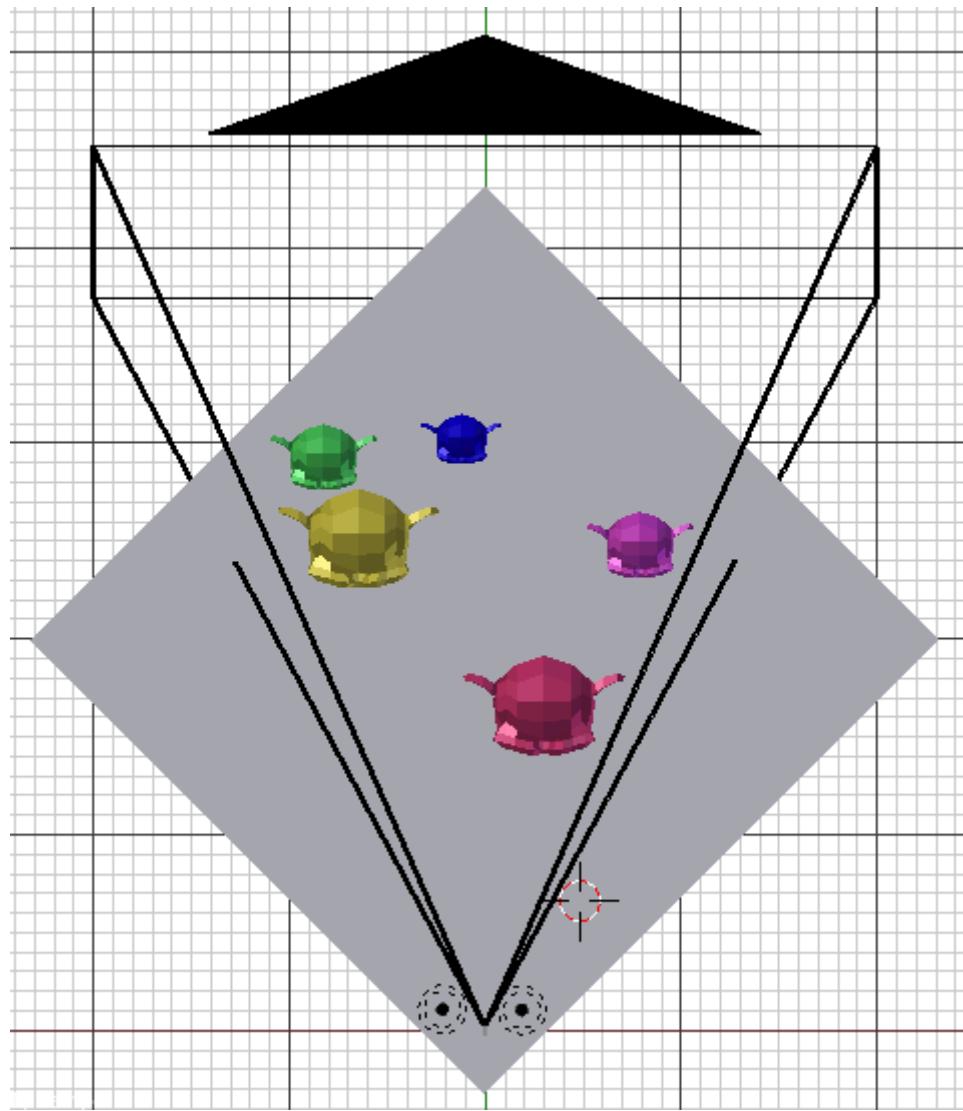


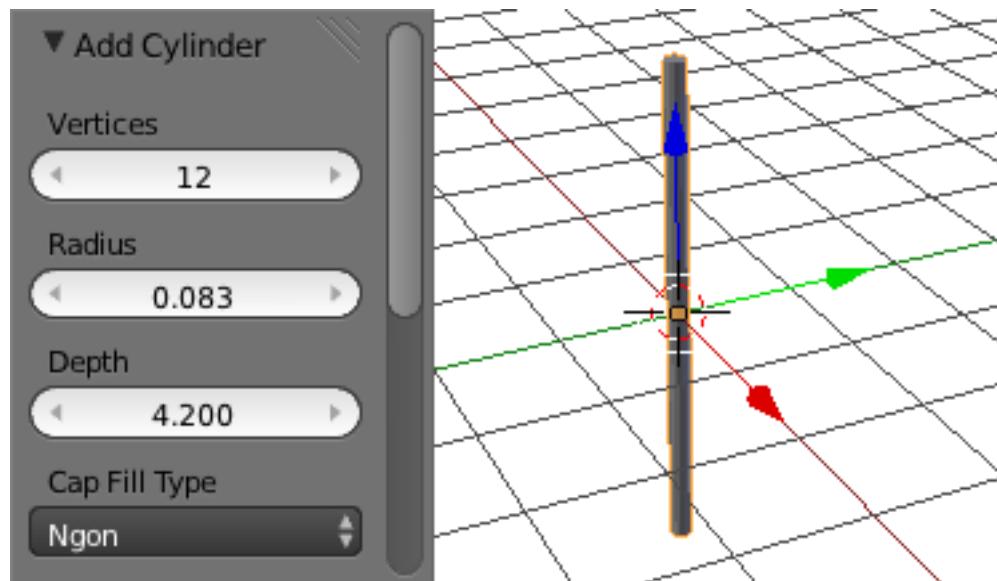
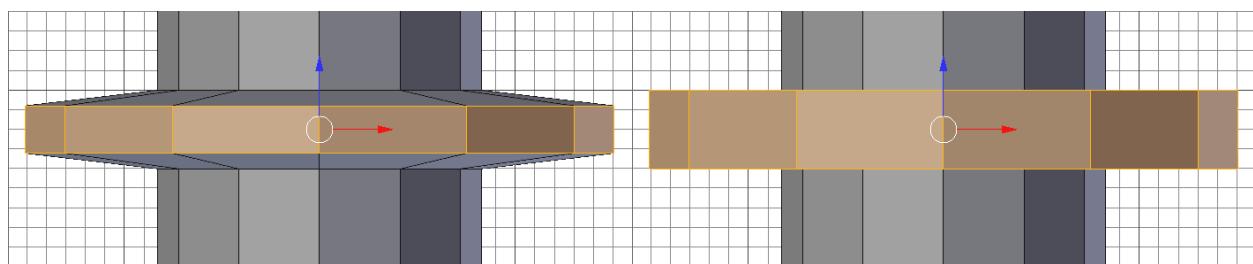
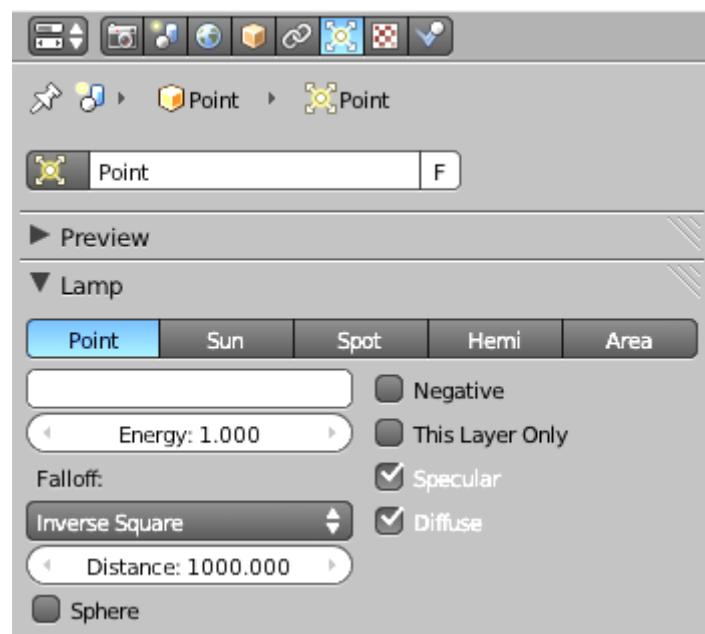


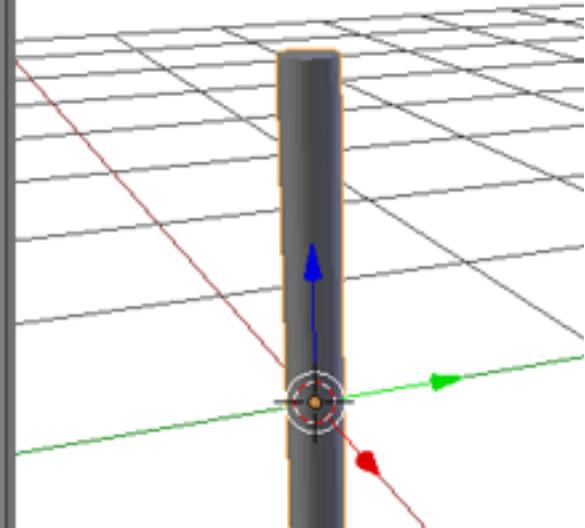
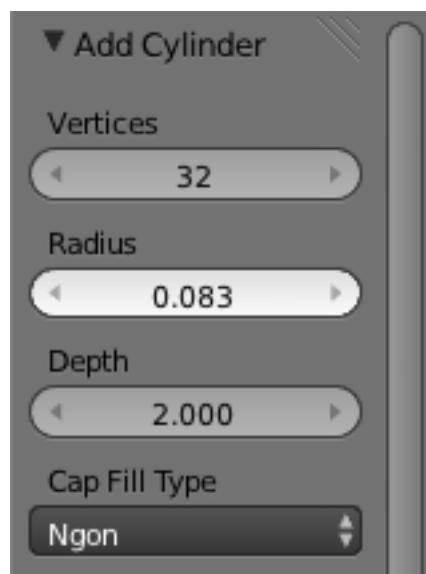
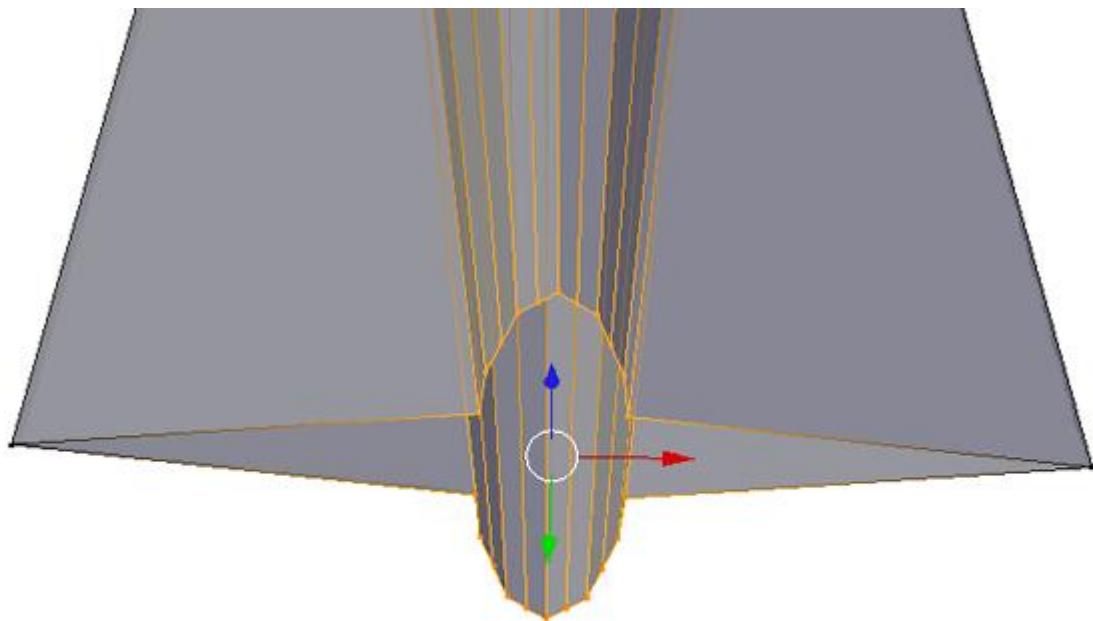
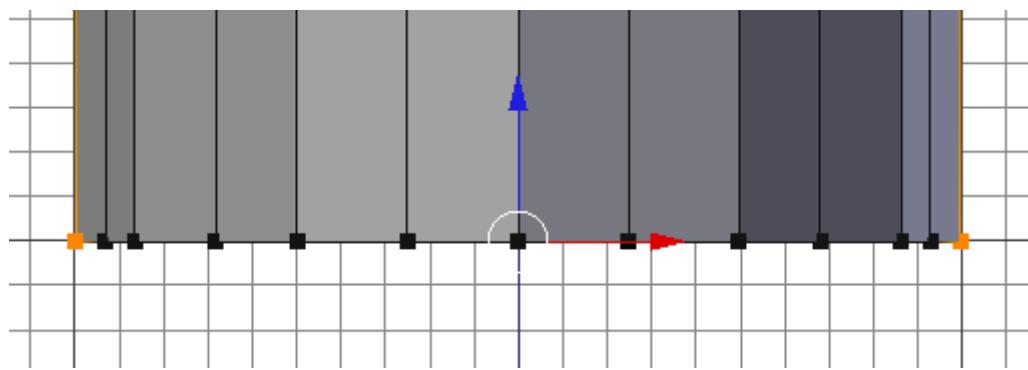


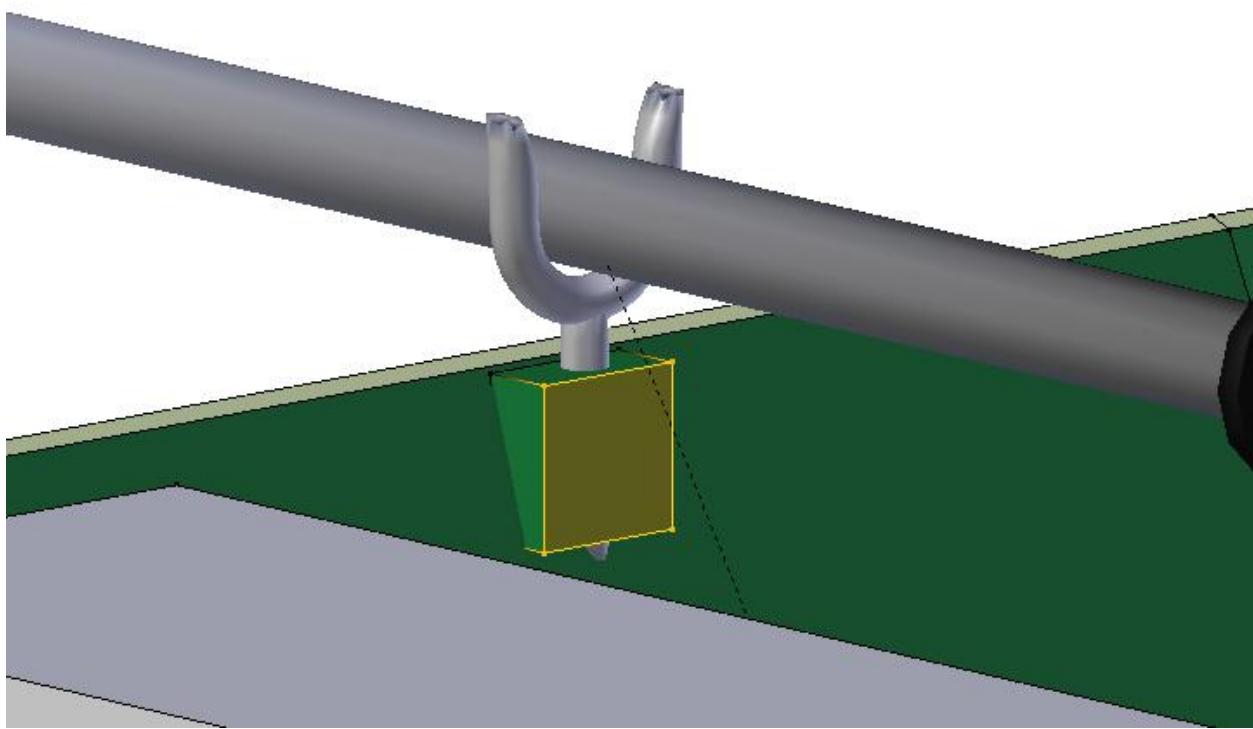
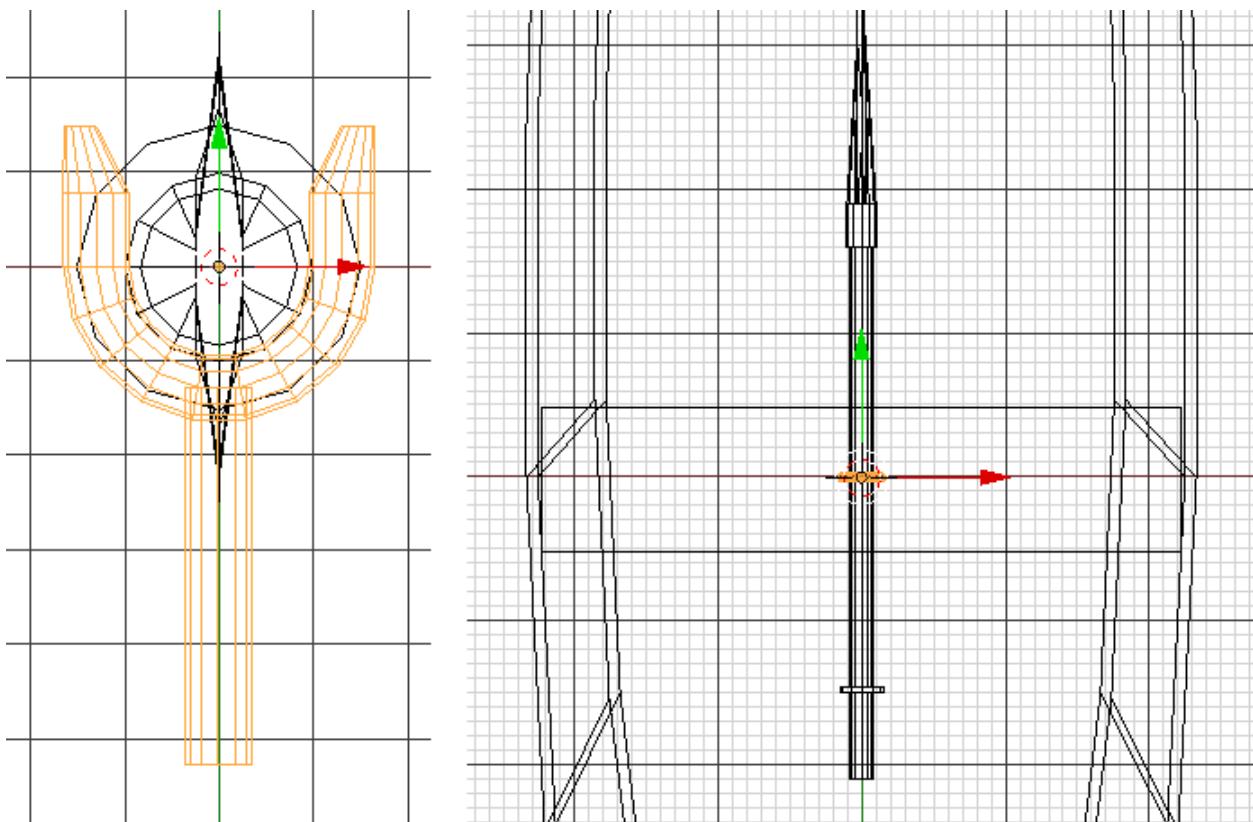


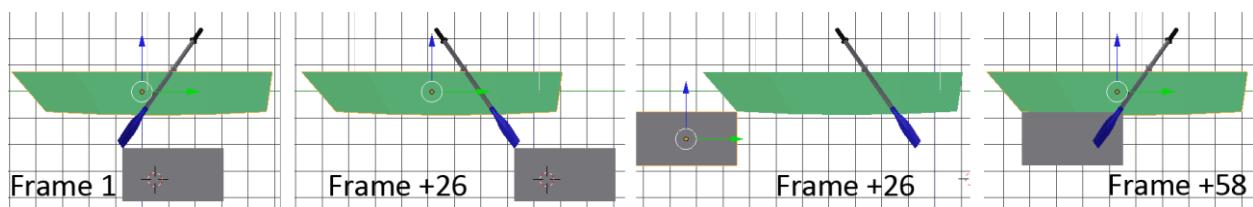
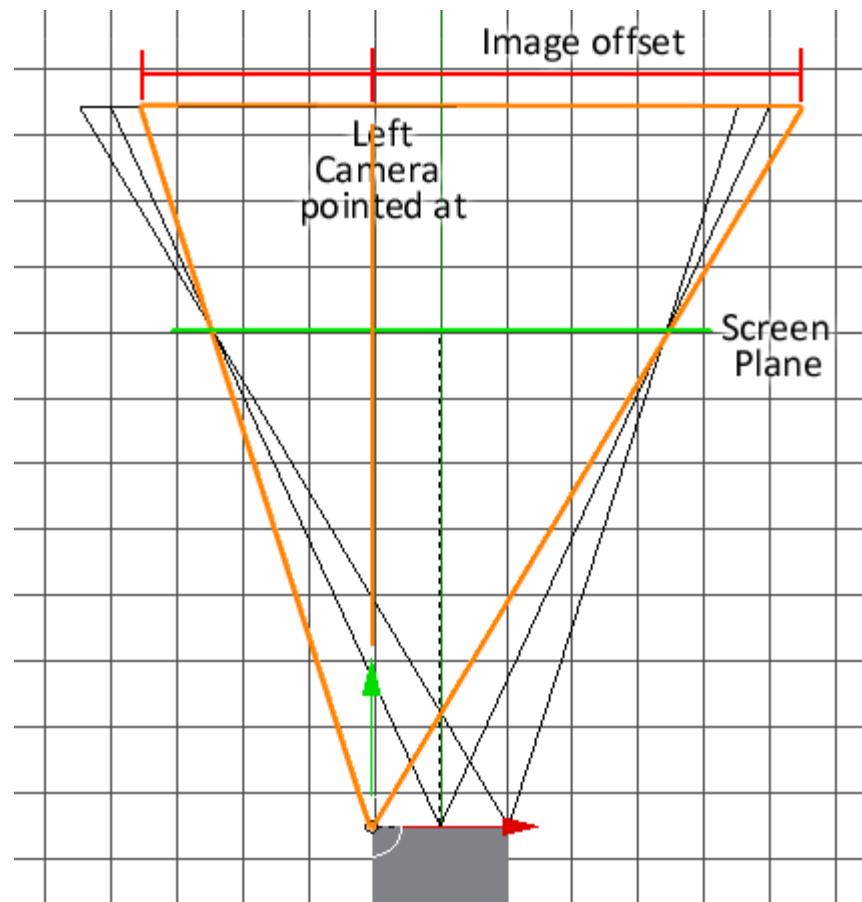
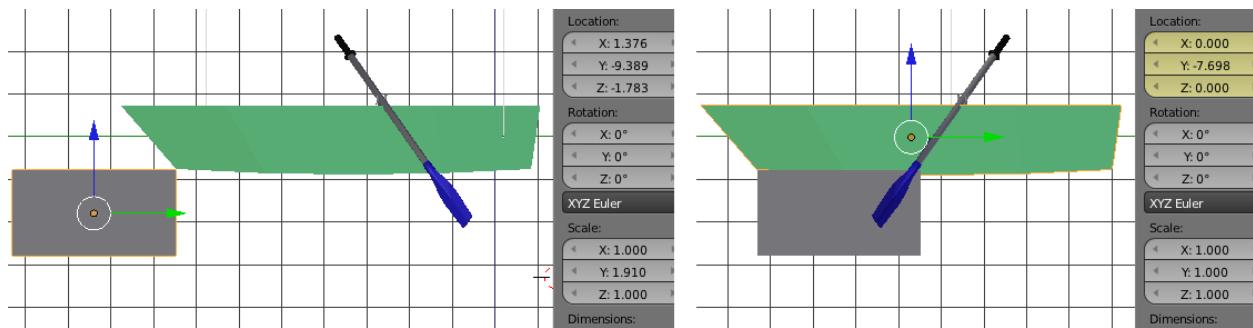


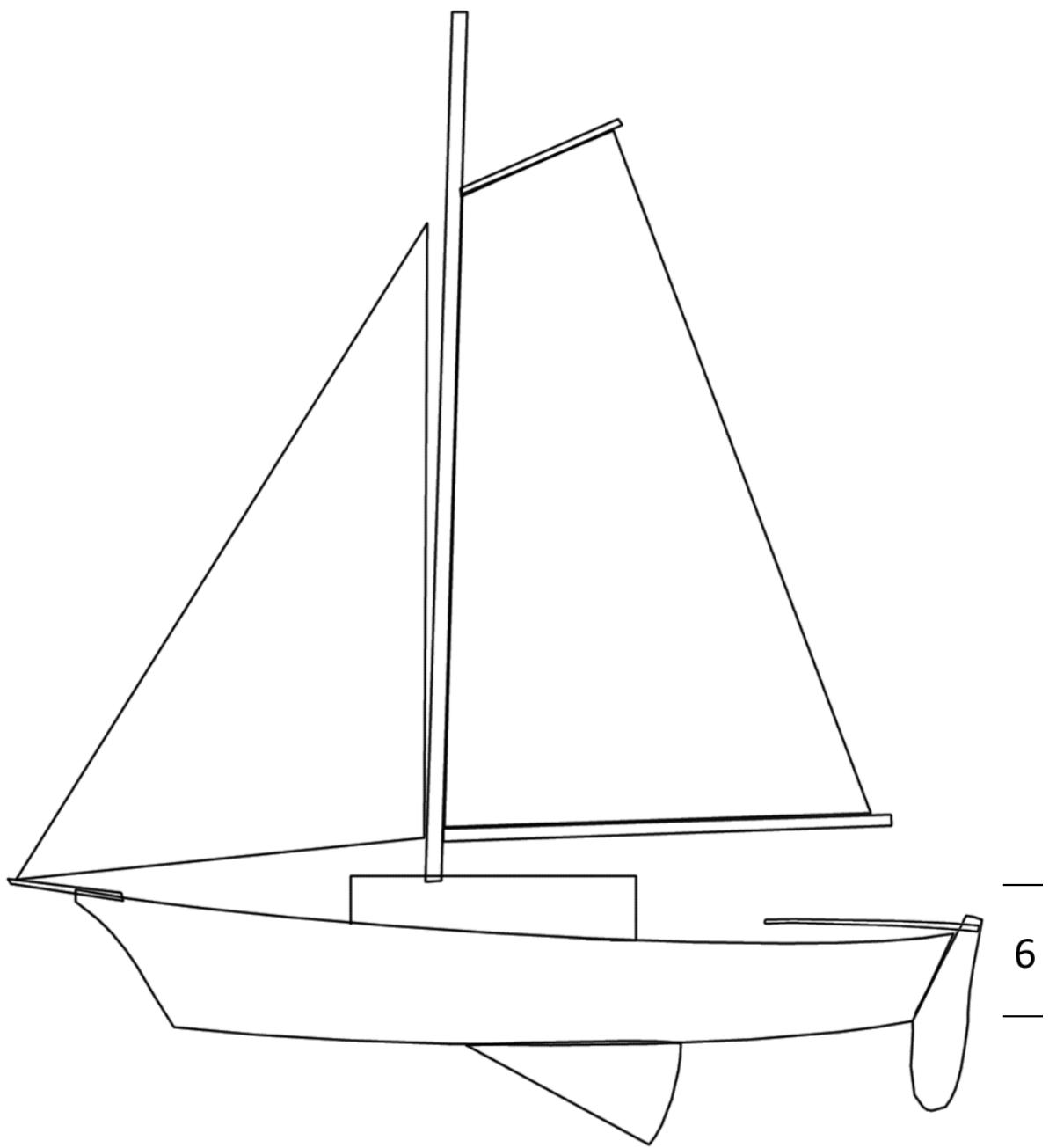


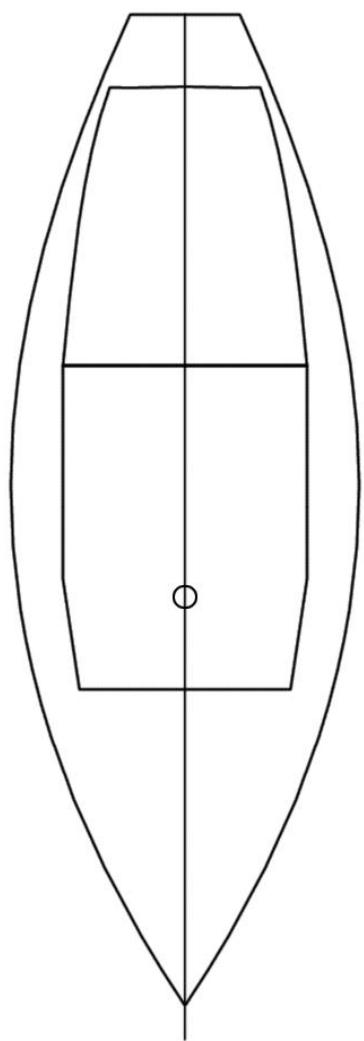


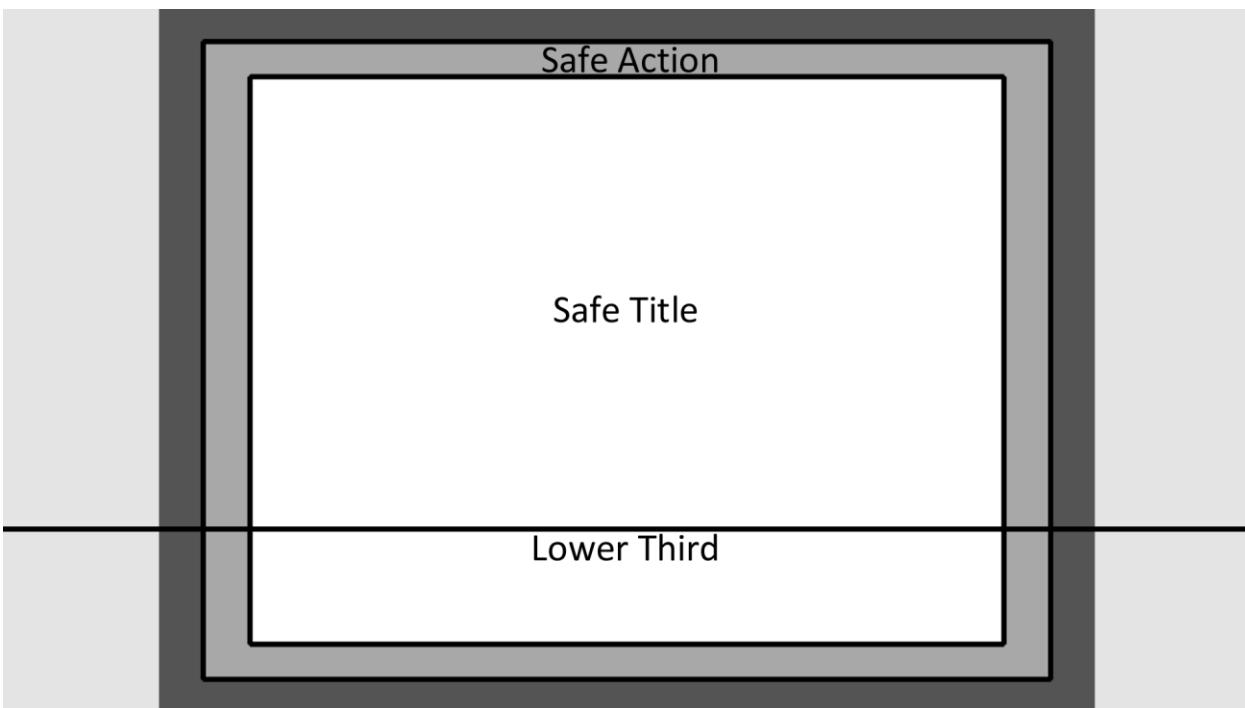
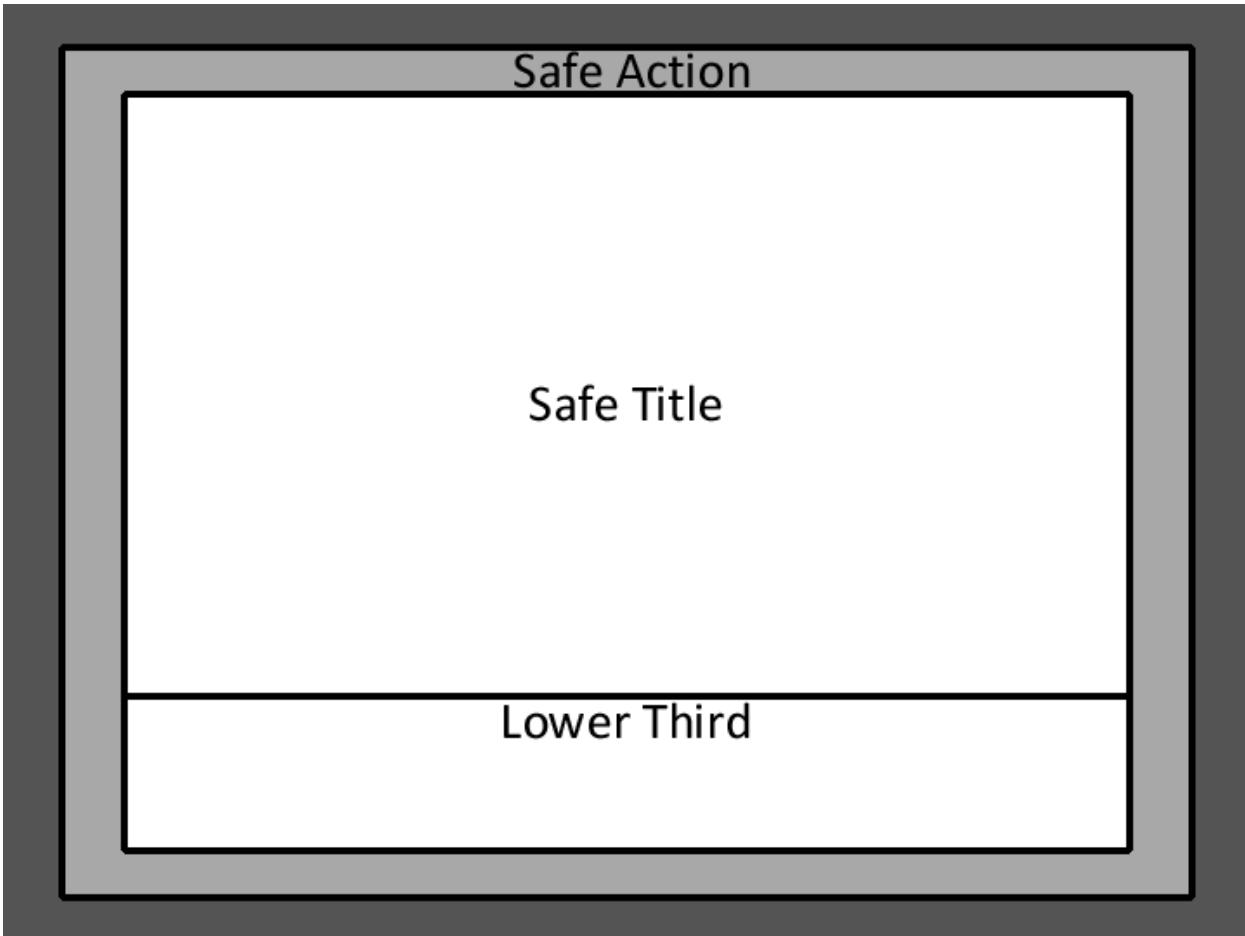


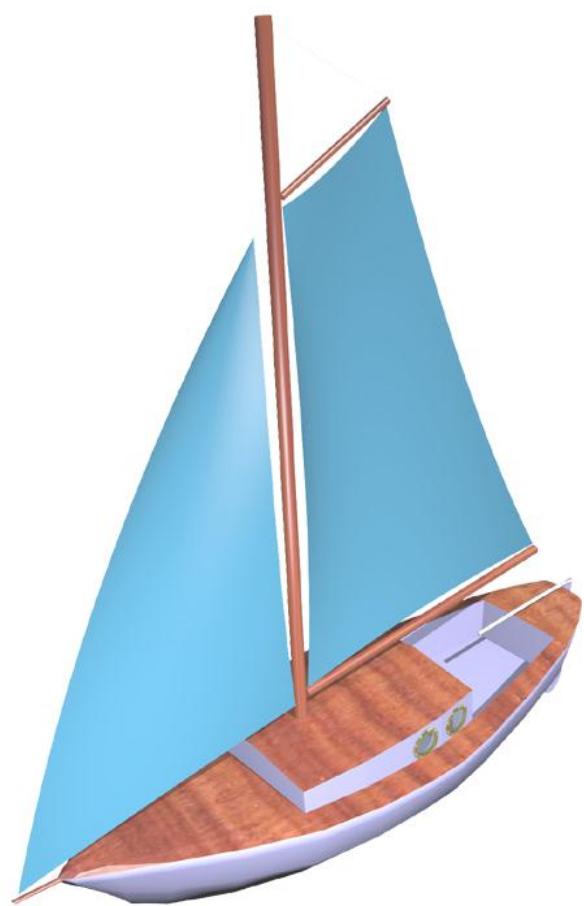


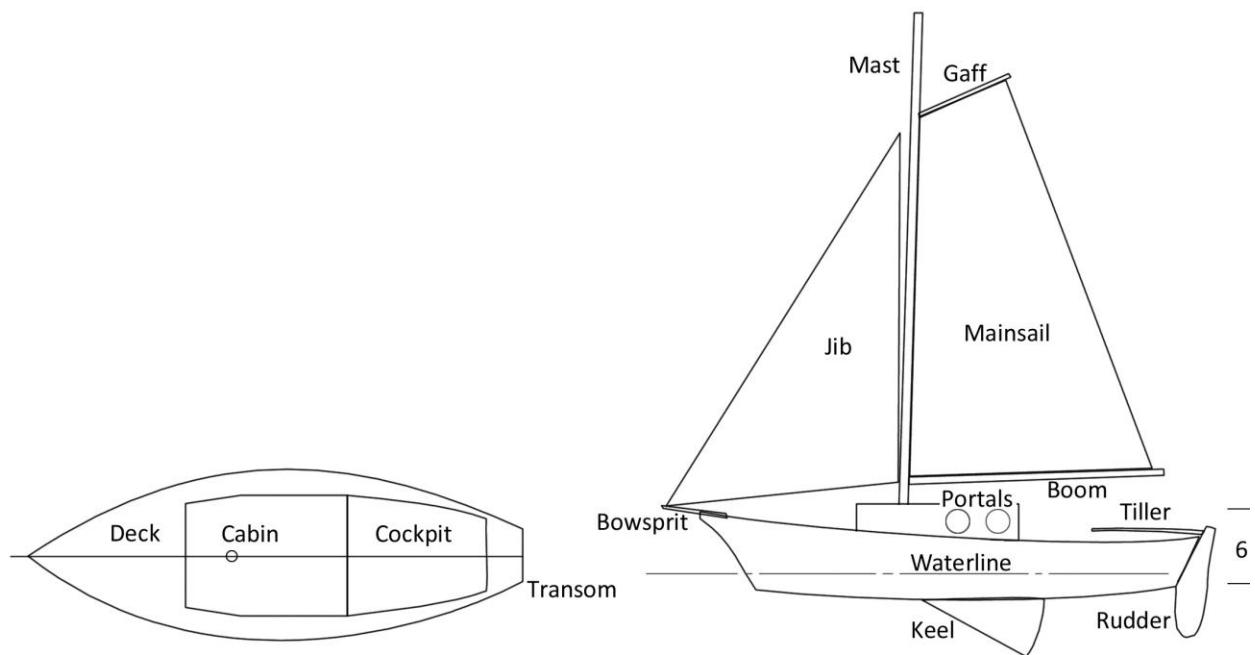


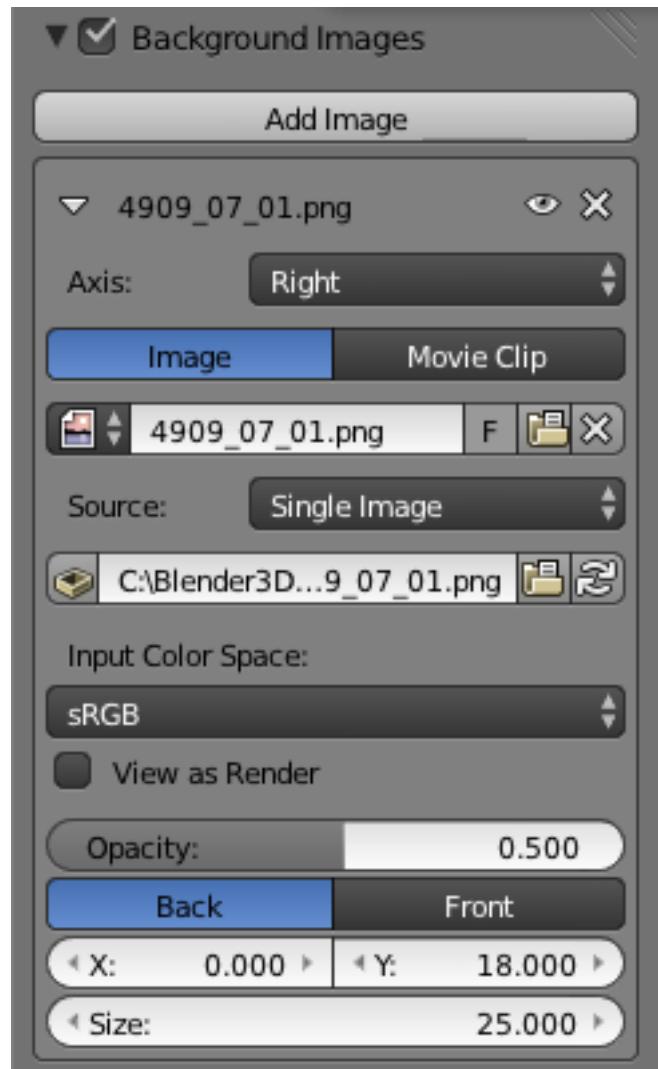


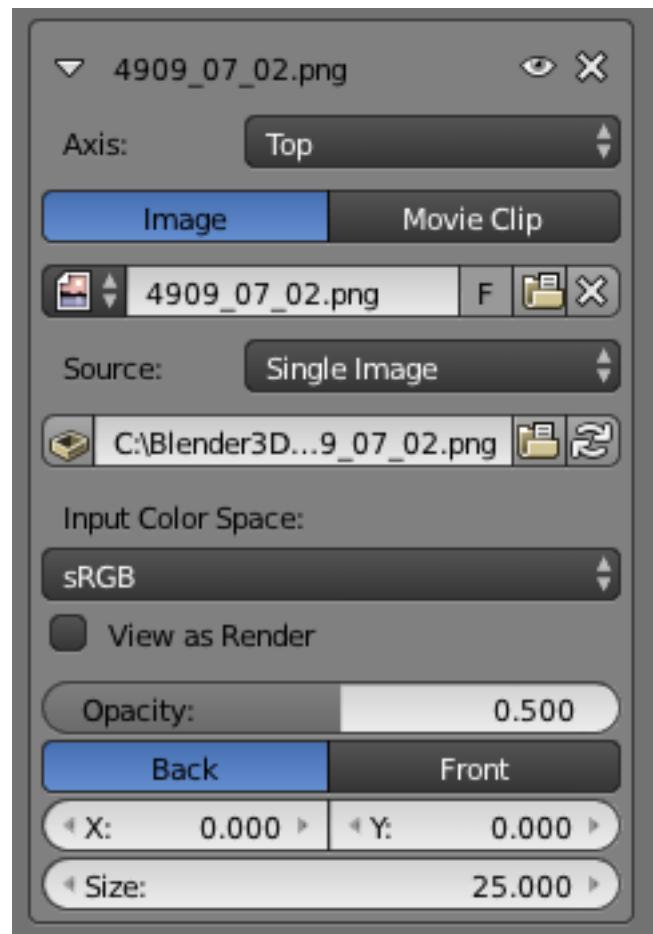
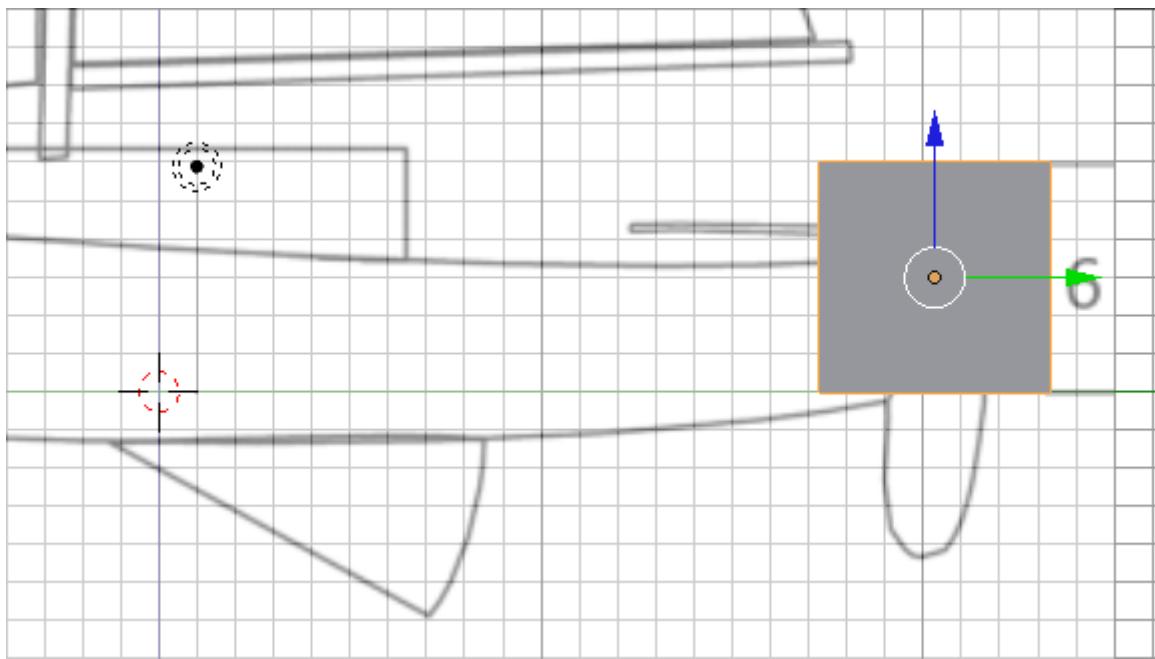


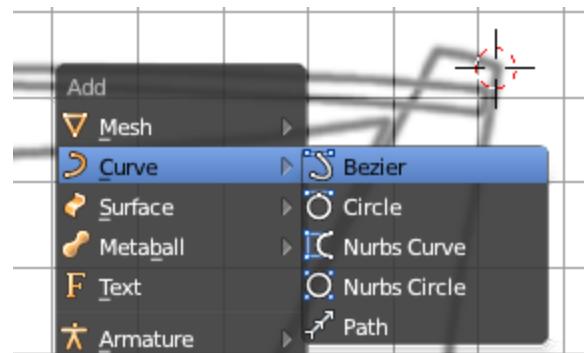
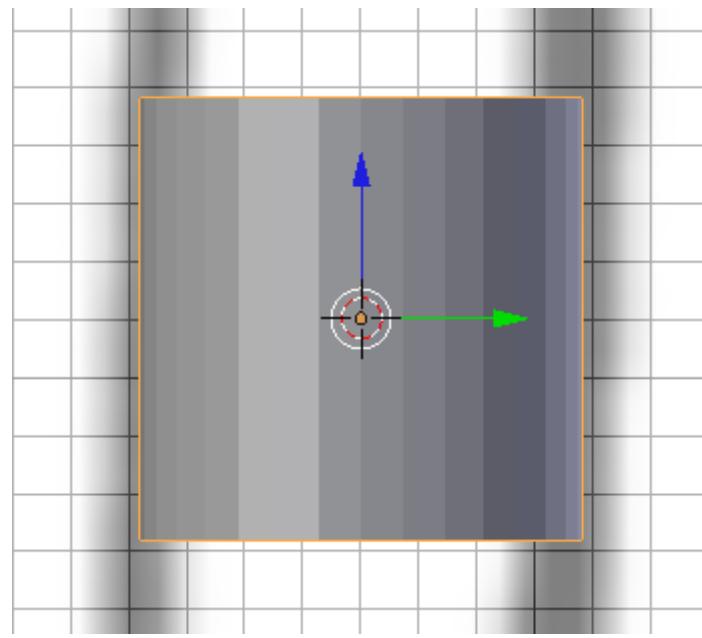


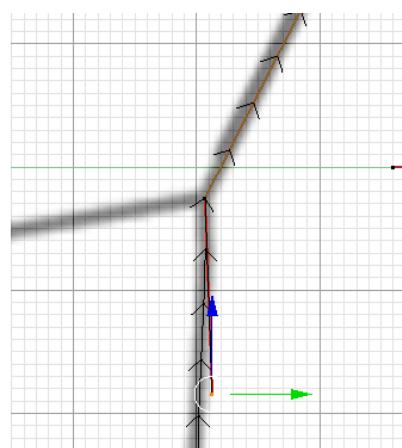
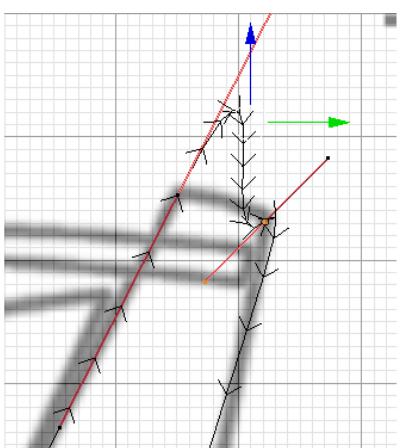
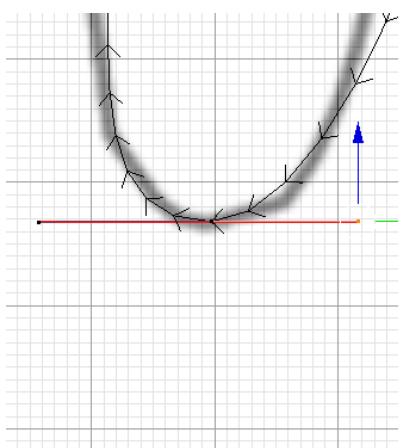
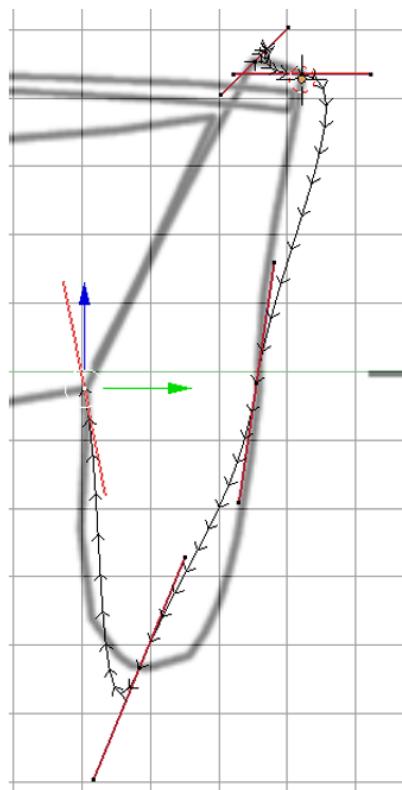
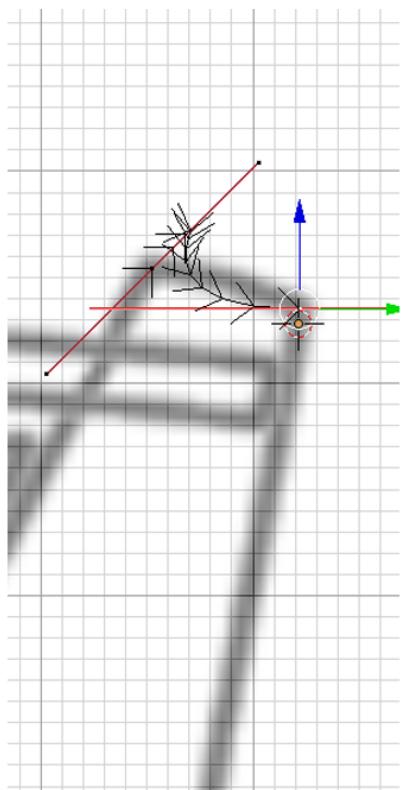
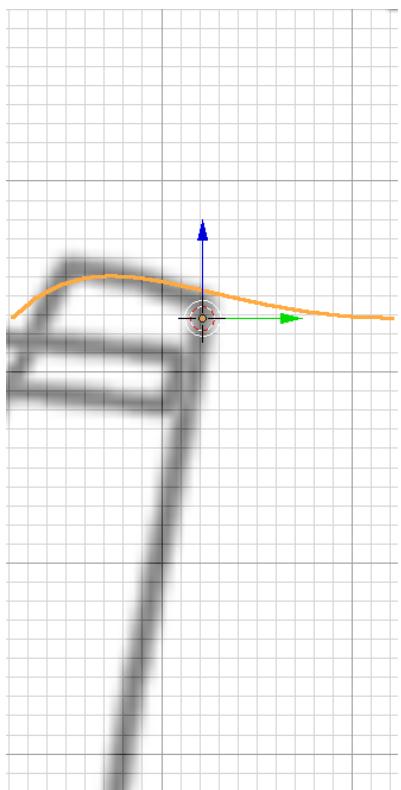




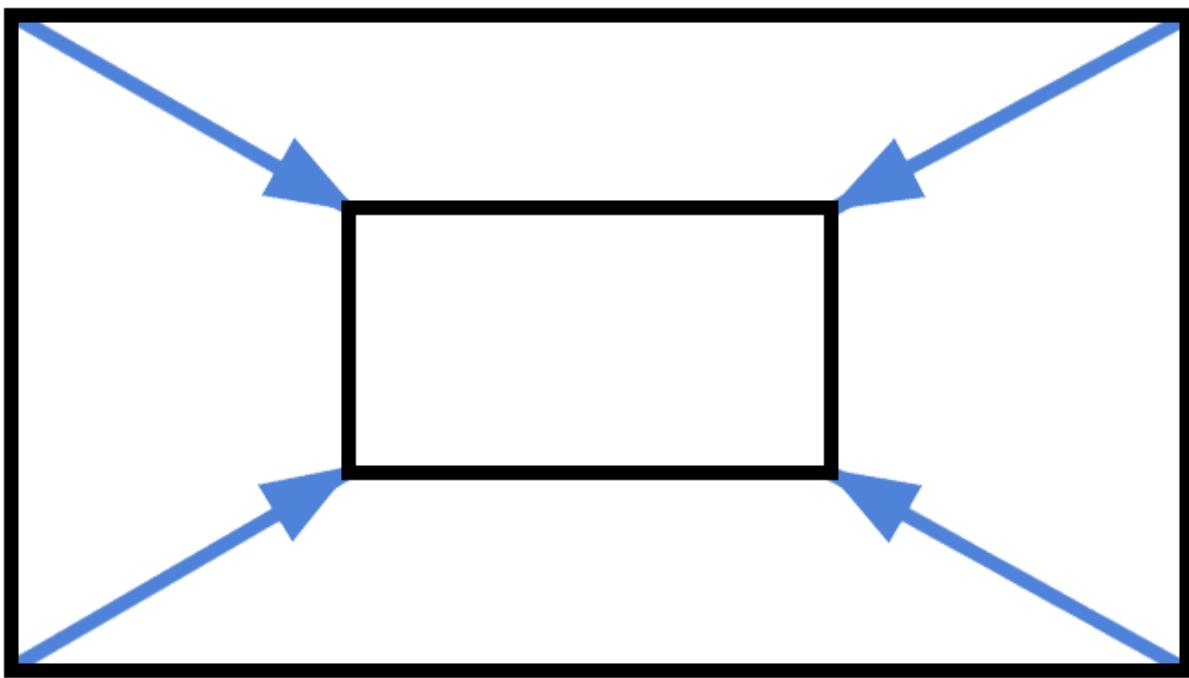
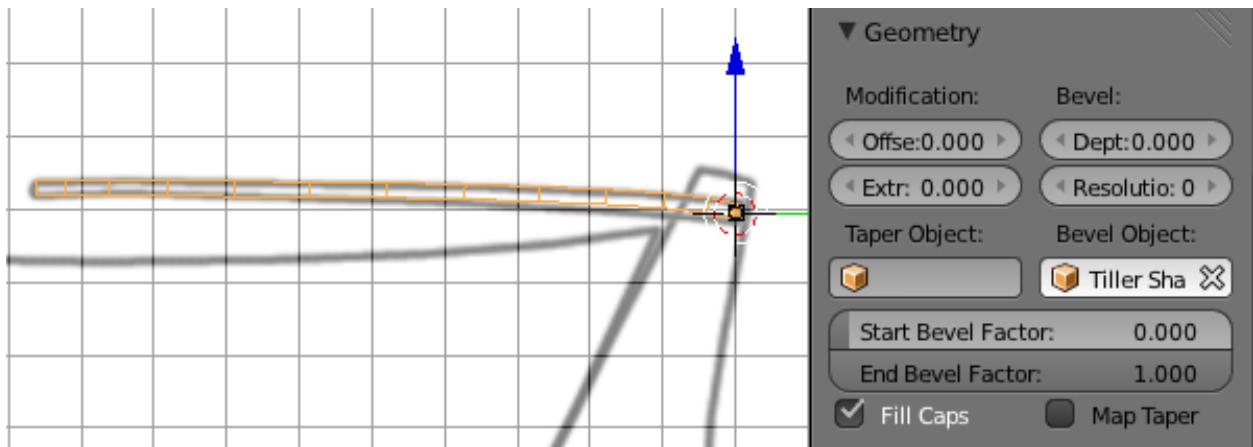
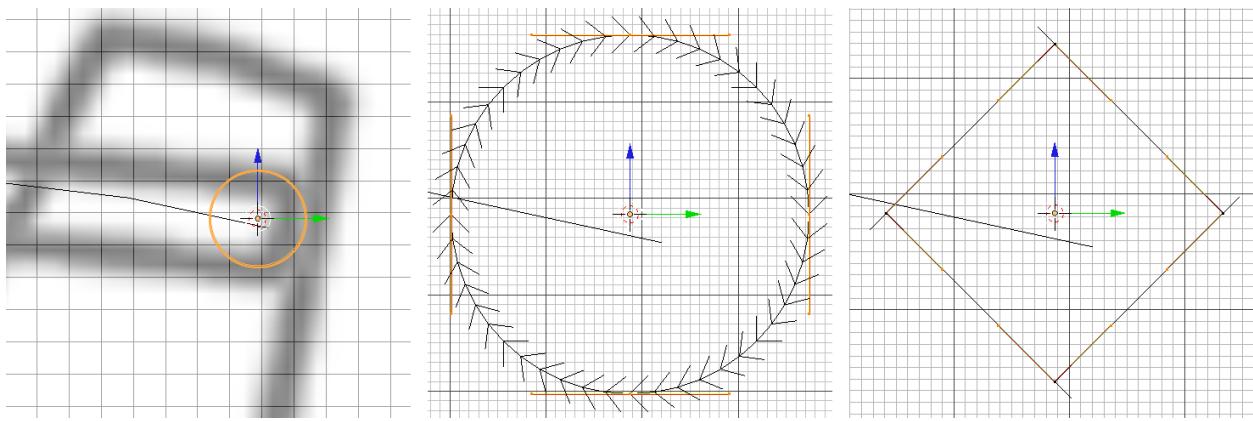


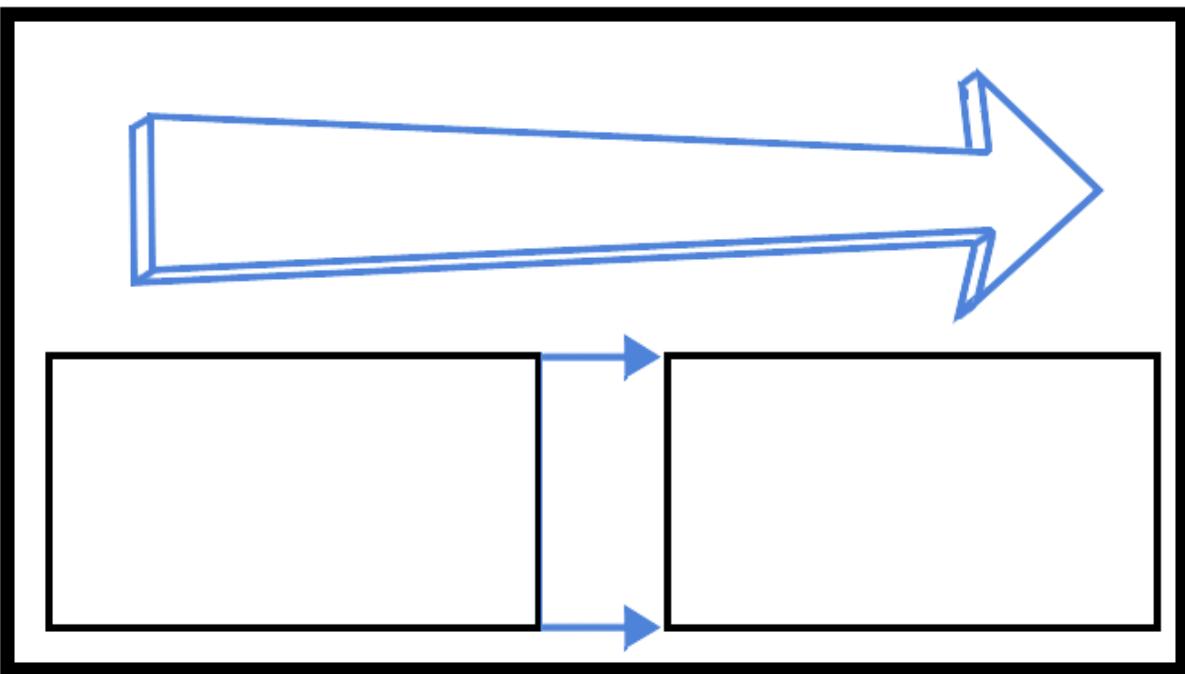
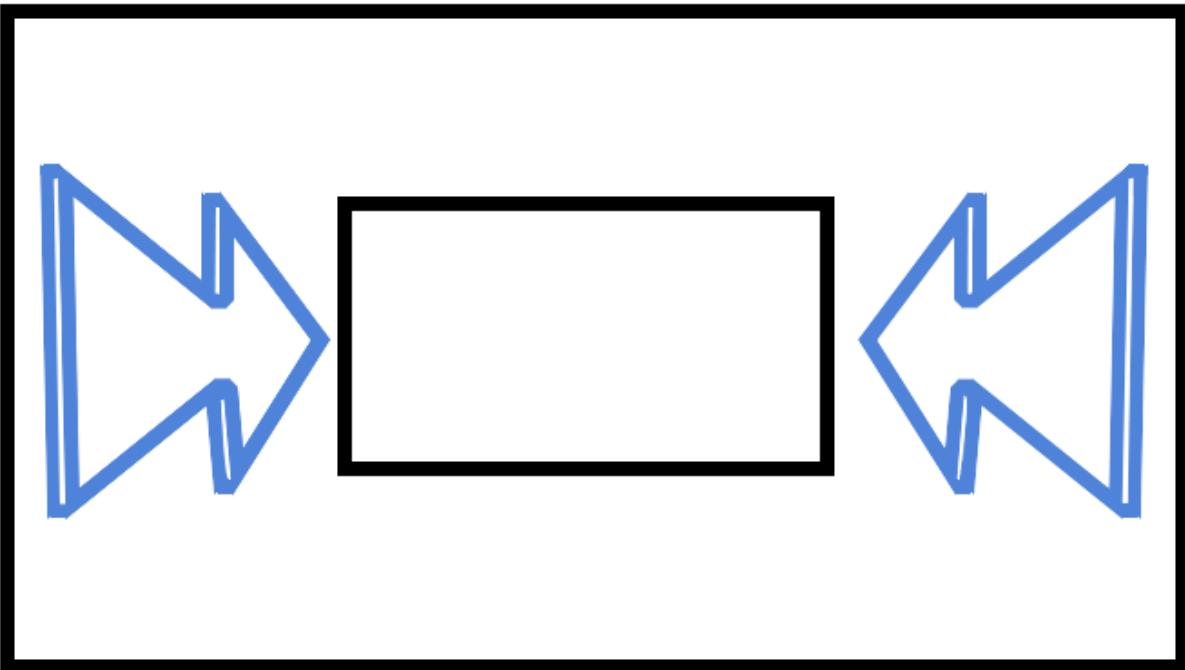


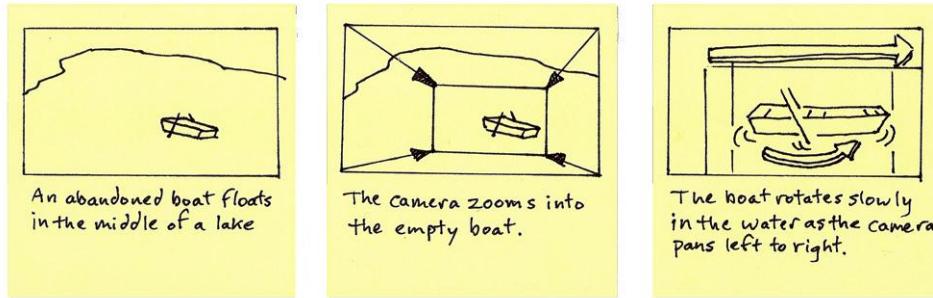










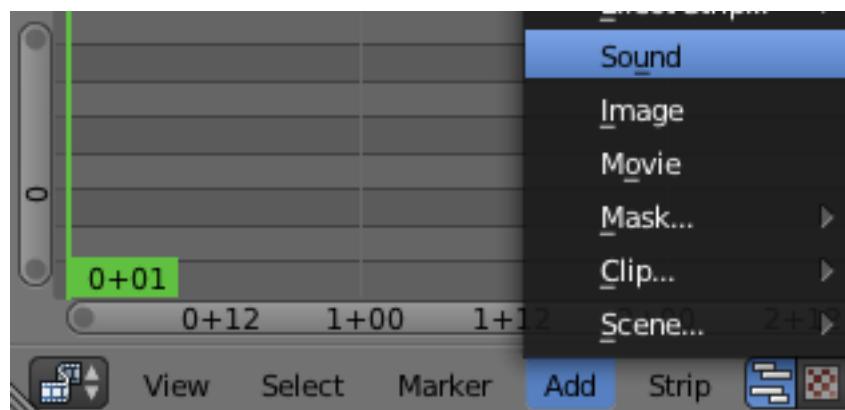
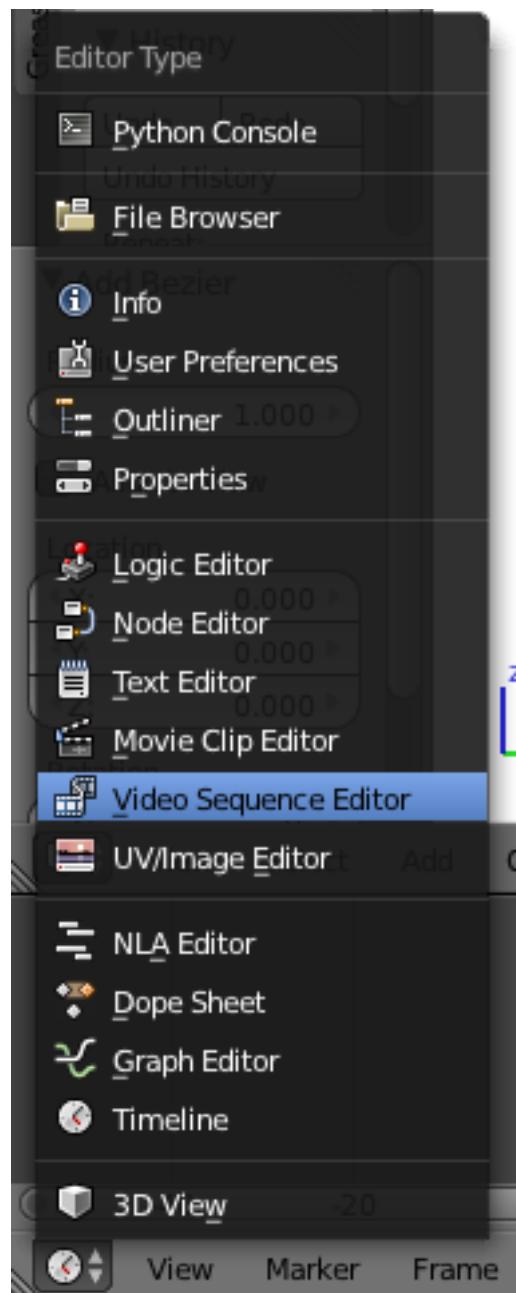


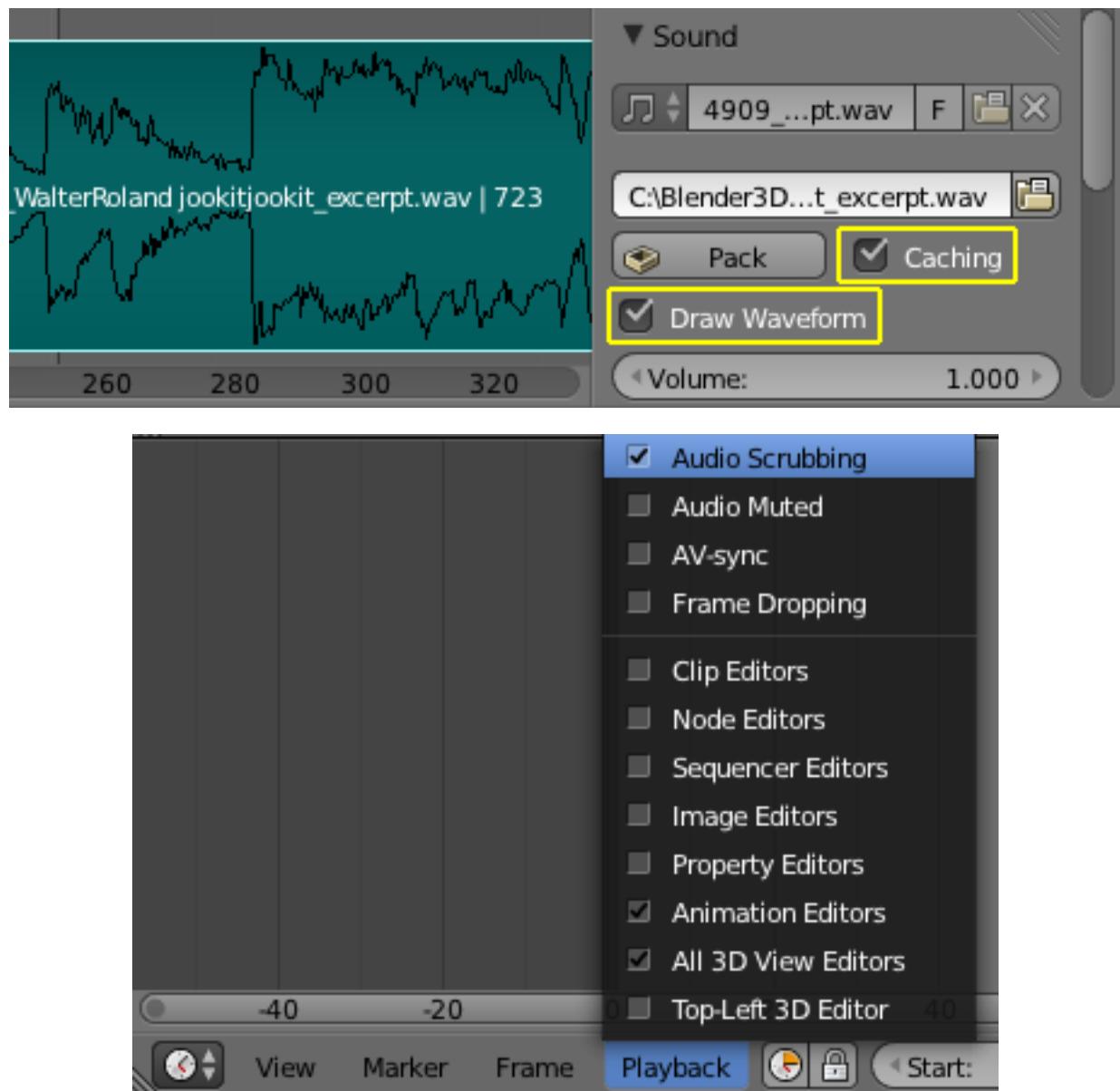
The screenshot shows the Blender 2.8 interface. In the 3D Viewport, a gray cube is centered on a 3D grid. A camera icon is positioned above the cube, indicating the active camera. The cube has a small orange dot at its center, with a vertical blue arrow pointing upwards, a green arrow pointing to the right, and a red arrow pointing downwards. Below the cube, the text "Lower Third" is visible. The Render properties panel on the right is expanded, showing the following settings:

- Shading**: Shaded camera preview.
- Motion Tracking**: Off.
- Background Images**: On, with a list item for "4909_07_03.png".
- Add Image**: Set to "Image" (selected), "Movie Clip" is off.
- Axis**: Set to "Camera".
- Source**: Set to "Single Image", with the file path "C:\Blender3..._07_03.png" listed.
- Input Color Space**: Set to "sRGB".
- View as Render**: Off.
- Opacity**: Set to 0.500.
- Layer**: Set to "Back".
- Aspect Ratio**: Set to "10:10.000".
- Frame Range**: Set to "Start F:1", "End:250", and "Frame:1".
- Frame Rate**: Set to "29.97 fps".
- Time Remaining**: Set to "11:00.000".
- Anti-Aliasing**: On, with a dropdown menu showing "Mitchell..." and "Full Sam" options.

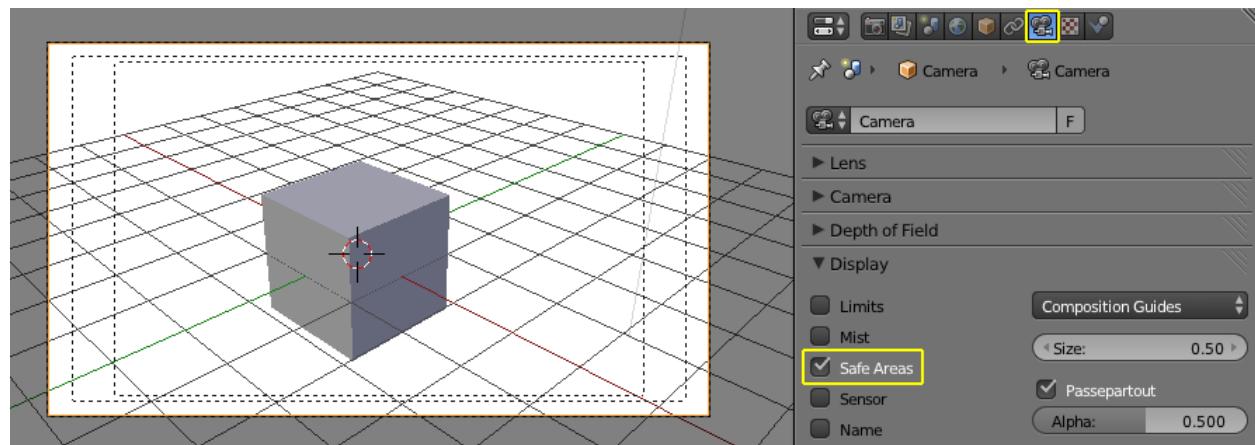
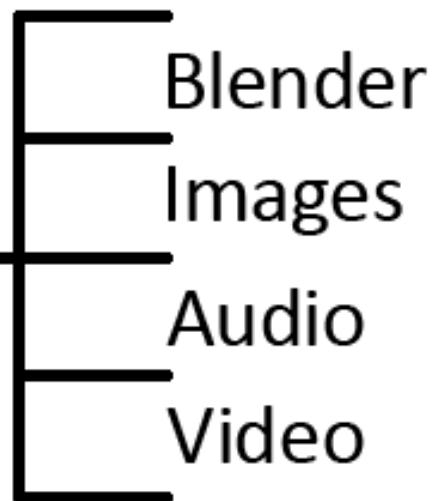
ANIMATOR									
PRODUCTION									
SCENE NO:	SEQ. NO:	LENGTH:						SHEET NO:	
NOTES:									
FRAME	ACTION	SOUND	6	5	4	3	2	1 BG	CAMERA
0									
1									
2									
3									
4									
5									
6									
7									
8									

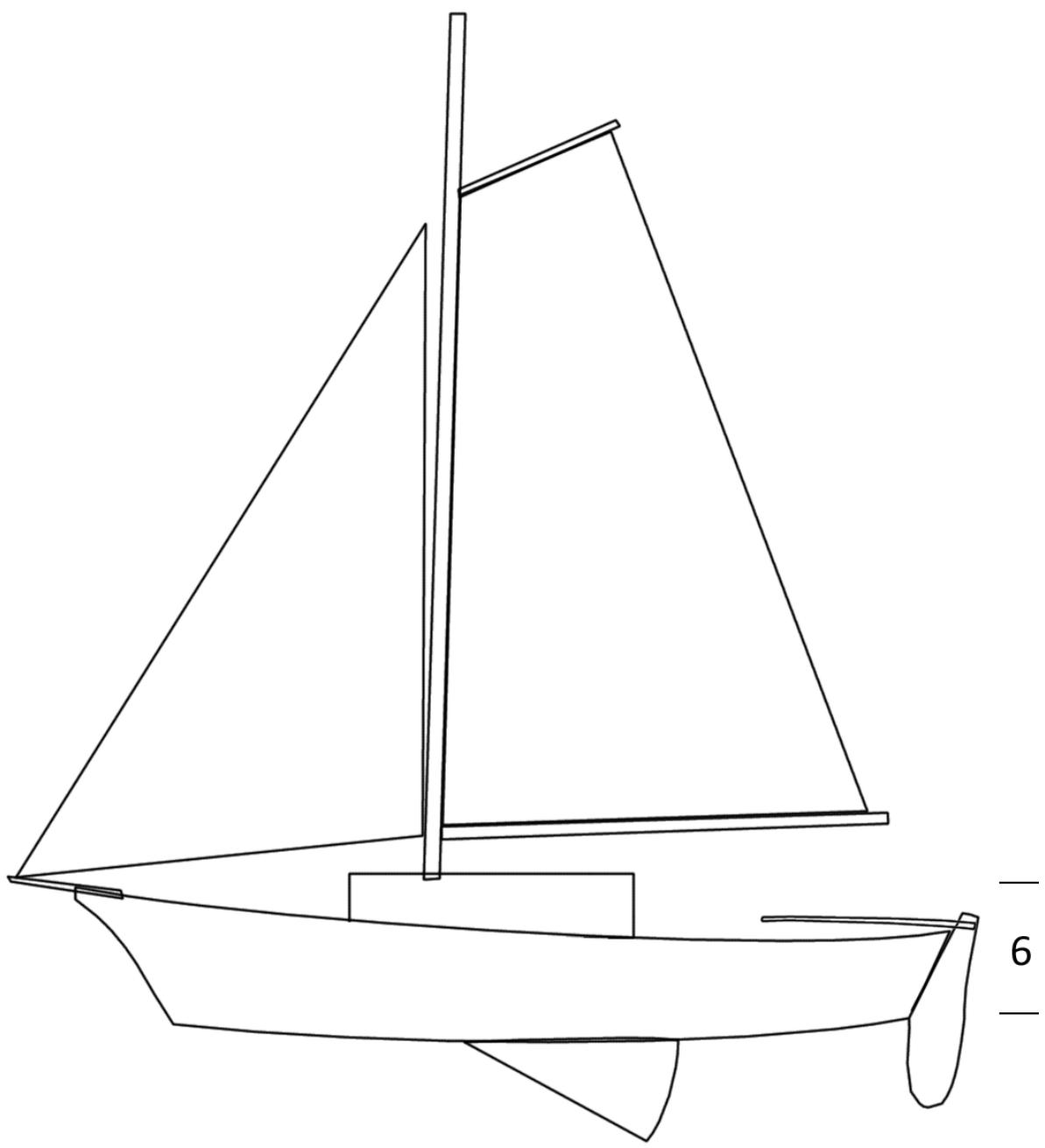


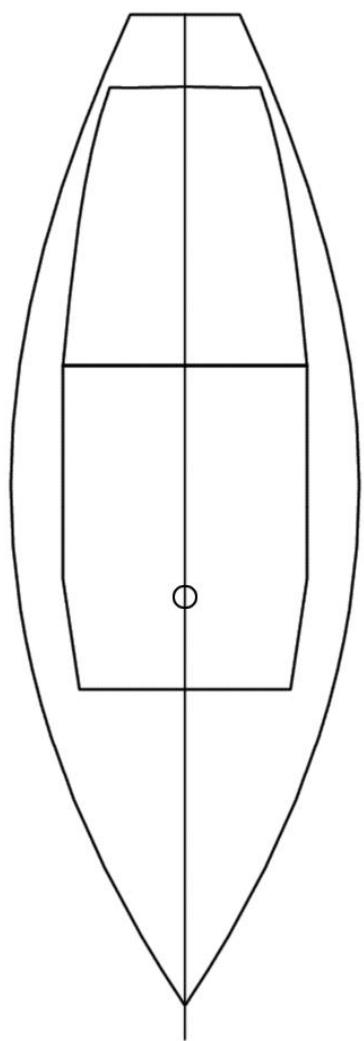




Root Directory









Type: Overhang

0° 45°

+X +Y +Z -X -Y -Z

Generate background images

- Array
- Bevel
- Boolean
- Build
- Decimate
- Edge Split
- Mask
- Mirror
- Multiresolution
- Remesh
- Screw
- sRGB
- Skin
- View as Render
- Solidify

Add Modifier

Deform

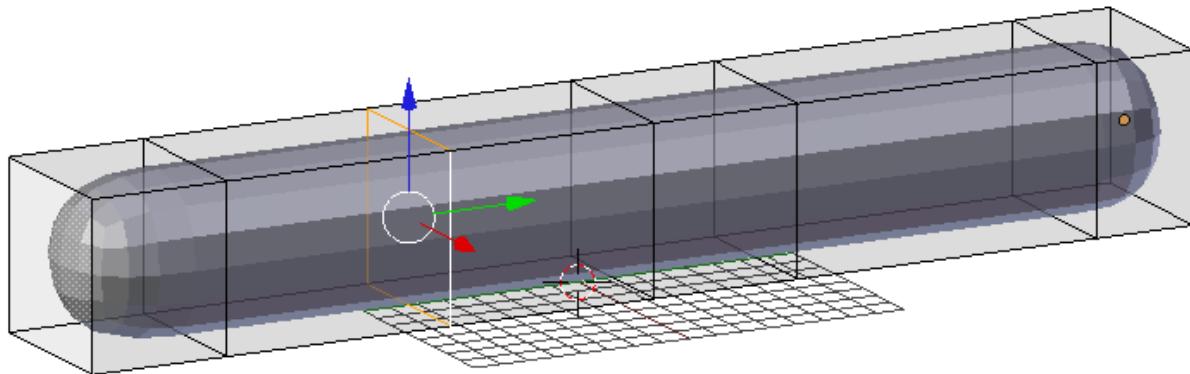
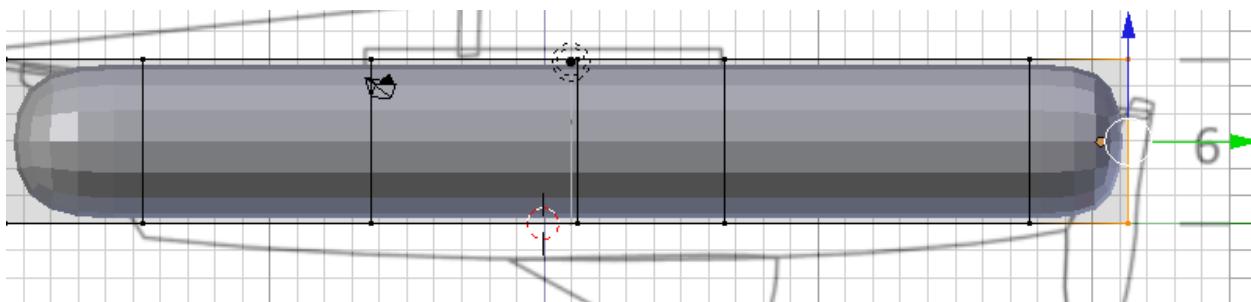
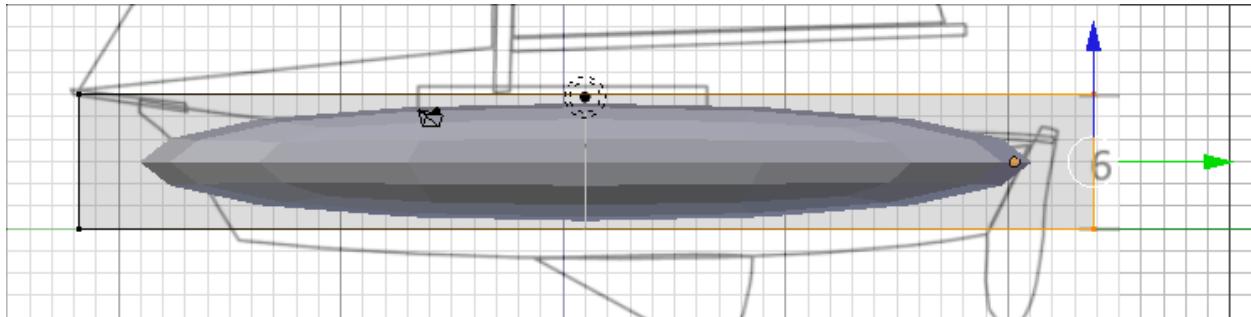
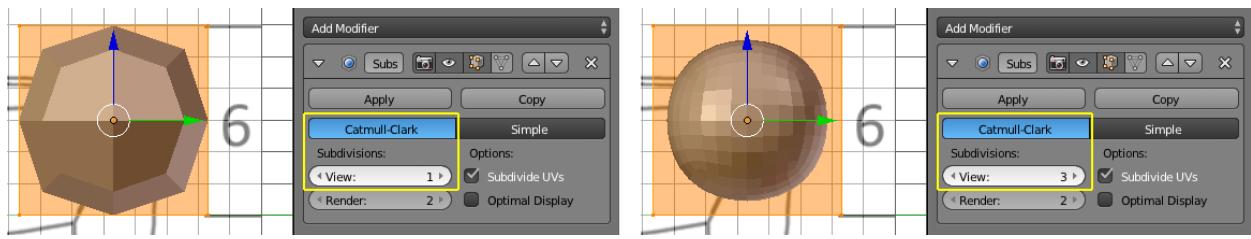
- Armature
- Cast
- Curve
- Displace
- Hook
- Laplacian Smooth
- Laplacian Deform
- Lattice
- Mesh Deform
- Shrinkwrap
- Simple Deform
- Smooth
- Warp
- Wave

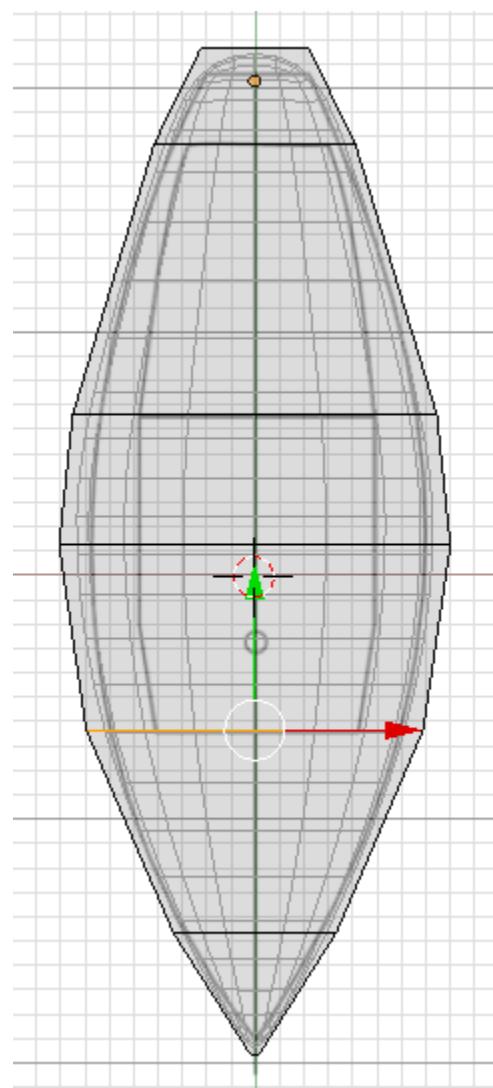
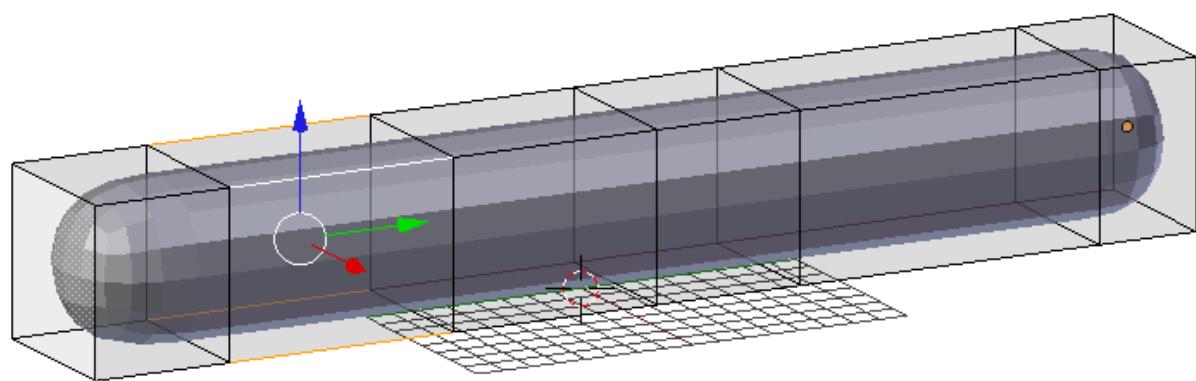
Simulate

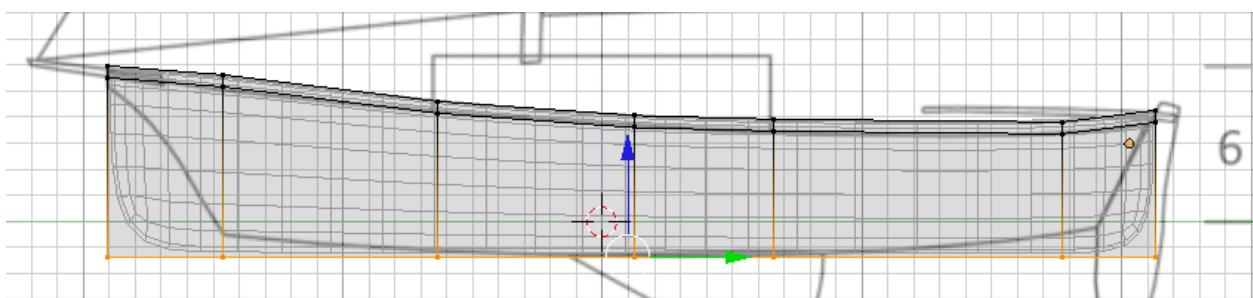
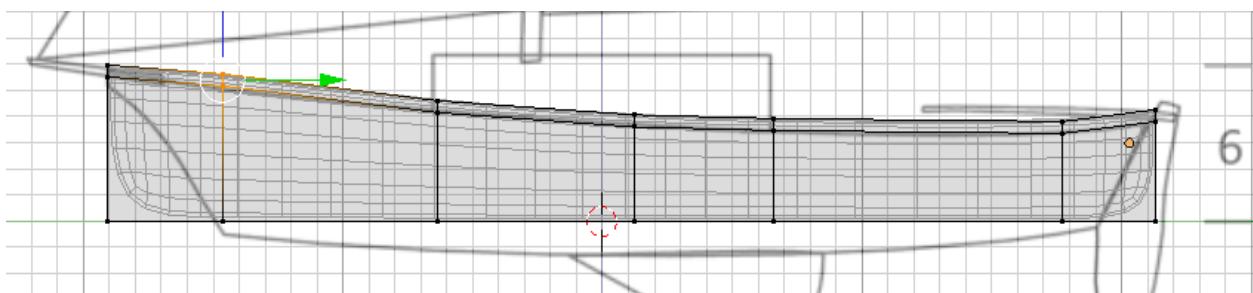
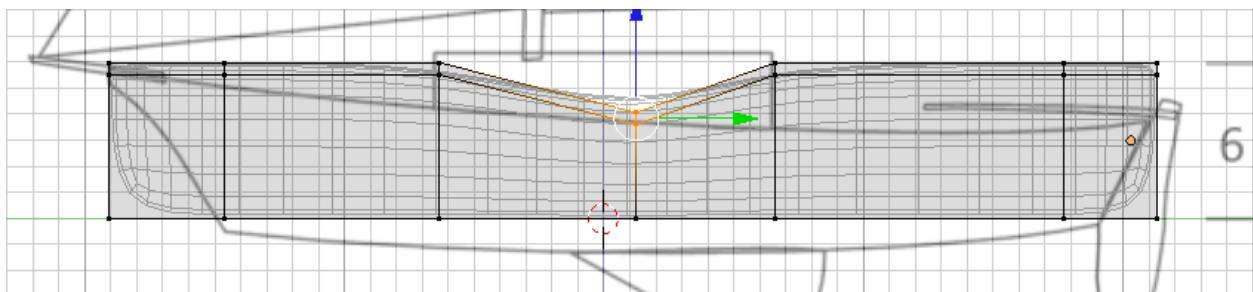
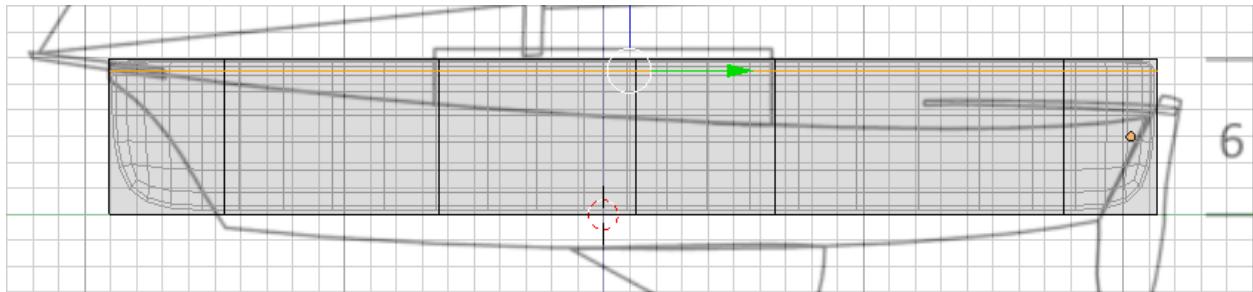
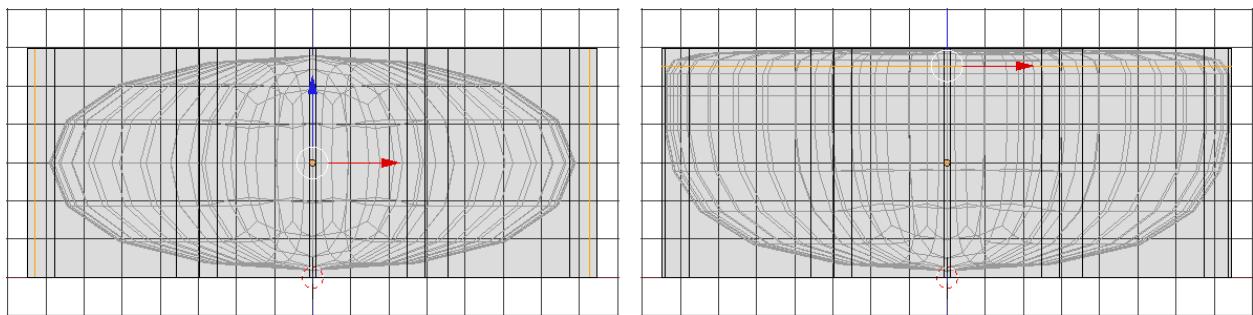
- Cloth
- Collision
- Dynamic Paint
- Explode
- Fluid Simulation
- Ocean
- Particle Instance
- Particle System
- Smoke
- Soft Body

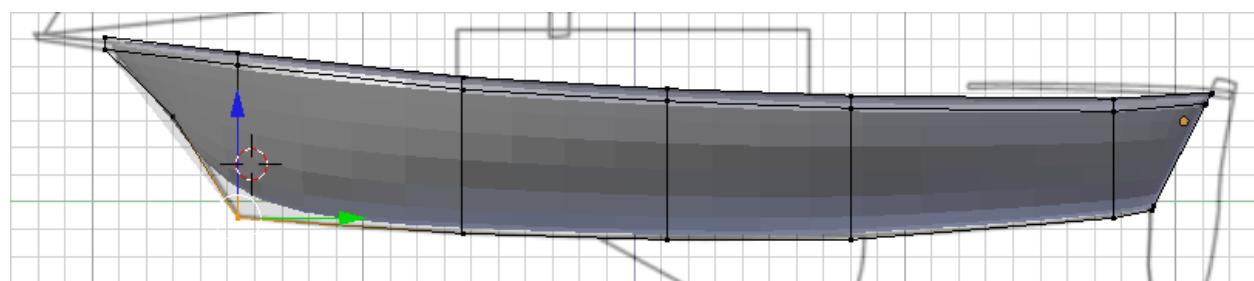
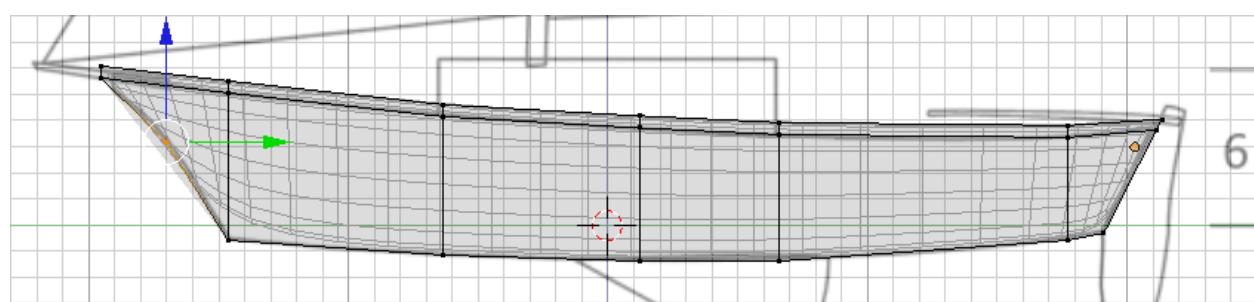
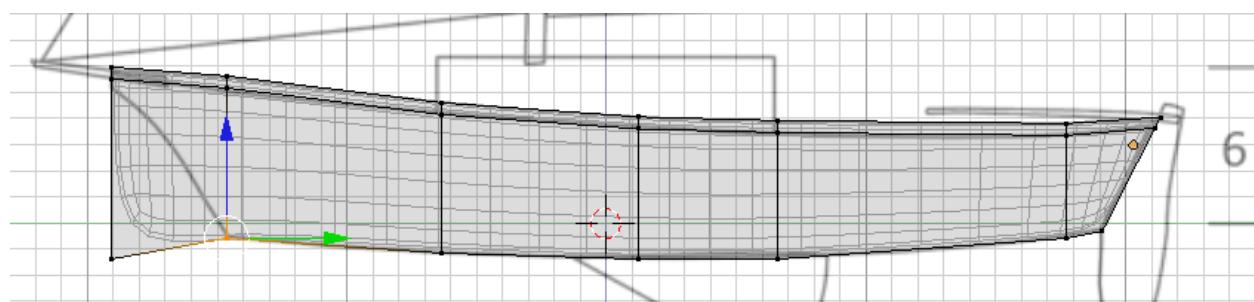
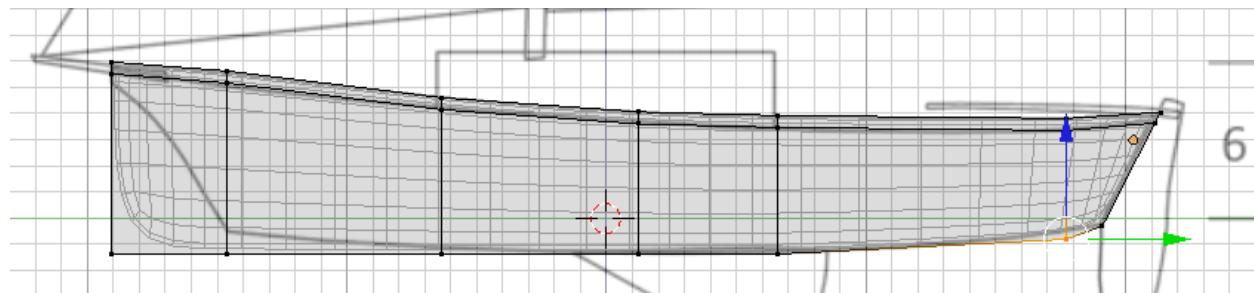
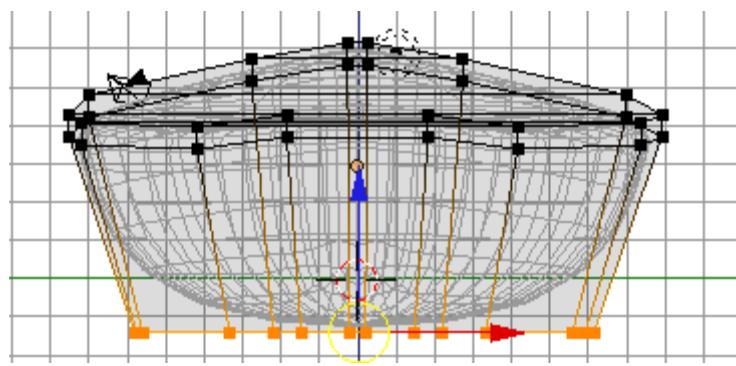
Subdivision Surface

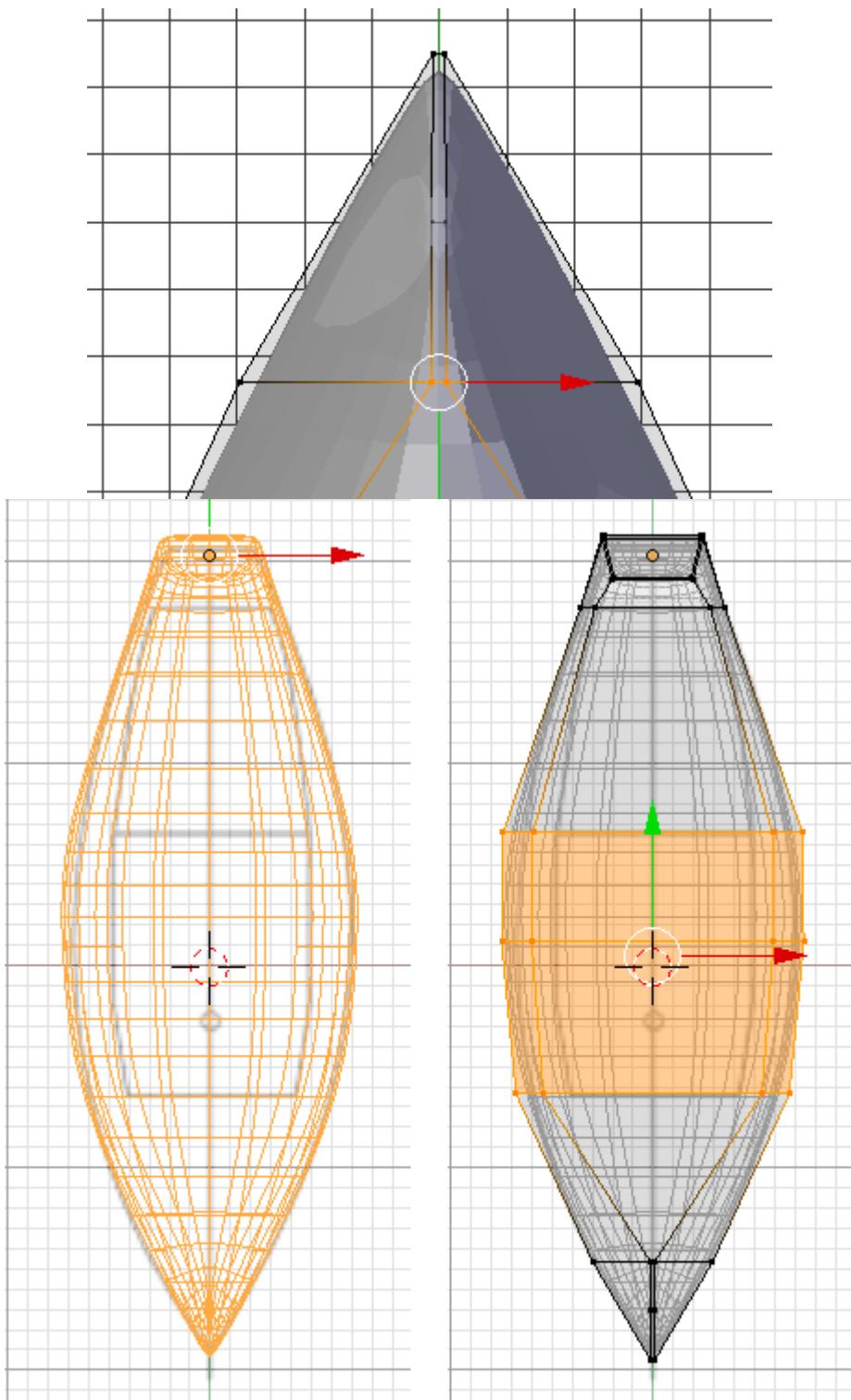
The interface shows a 3D view of a cube in the center, with various tools and settings visible on the left and right panels. The 'Add Modifier' panel is open, displaying a list of modifiers categorized into 'Deform' and 'Simulate'. The 'Deform' category includes Armature, Cast, Curve, Displace, Hook, Laplacian Smooth, Laplacian Deform, Lattice, Mesh Deform, Shrinkwrap, Simple Deform, Smooth, Warp, and Wave. The 'Simulate' category includes Cloth, Collision, Dynamic Paint, Explode, Fluid Simulation, Ocean, Particle Instance, Particle System, Smoke, and Soft Body. A 'Type' dropdown at the top left is set to 'Overhang', and a rotation tool below it shows 0° and 45°. The bottom left shows a list of other modifiers like Array, Bevel, Boolean, etc. The bottom right shows a preview of the subdivision surface.

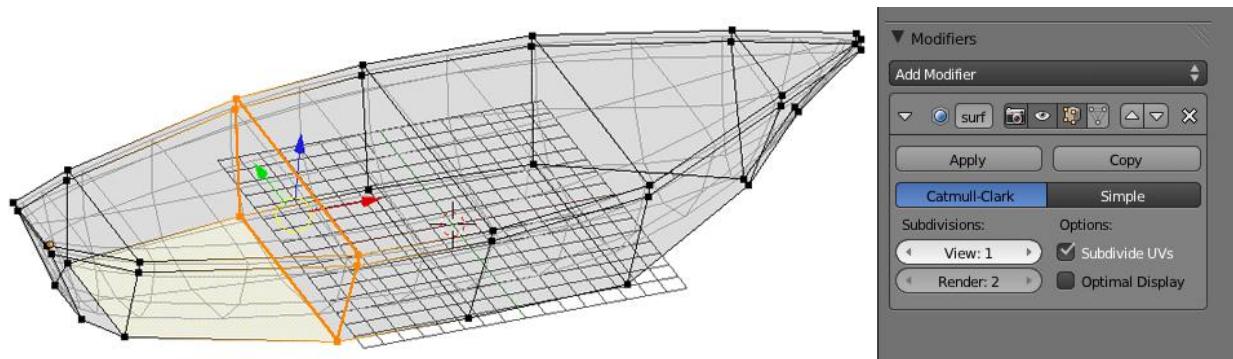
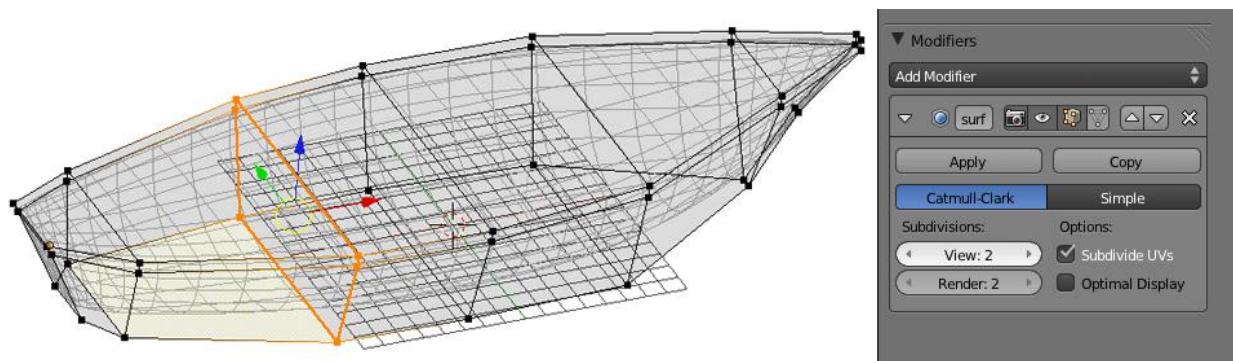
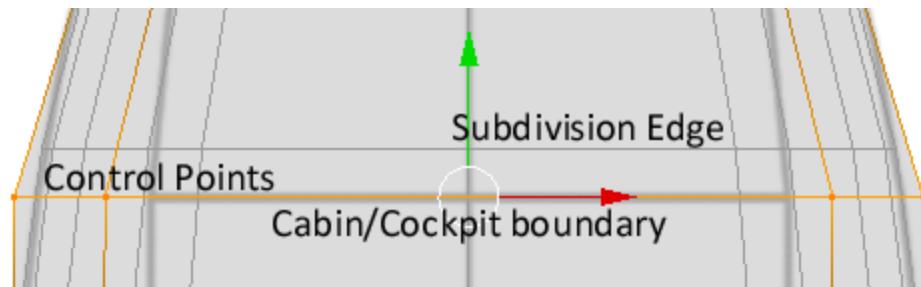
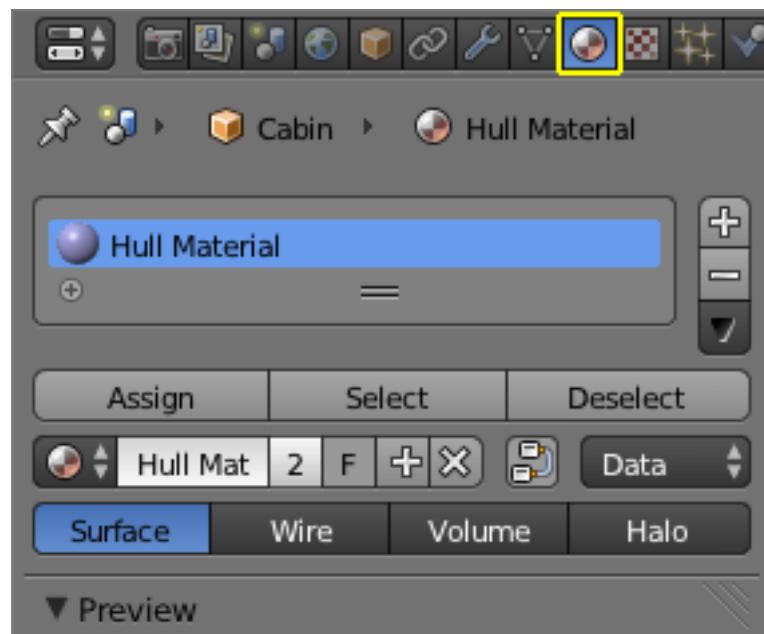


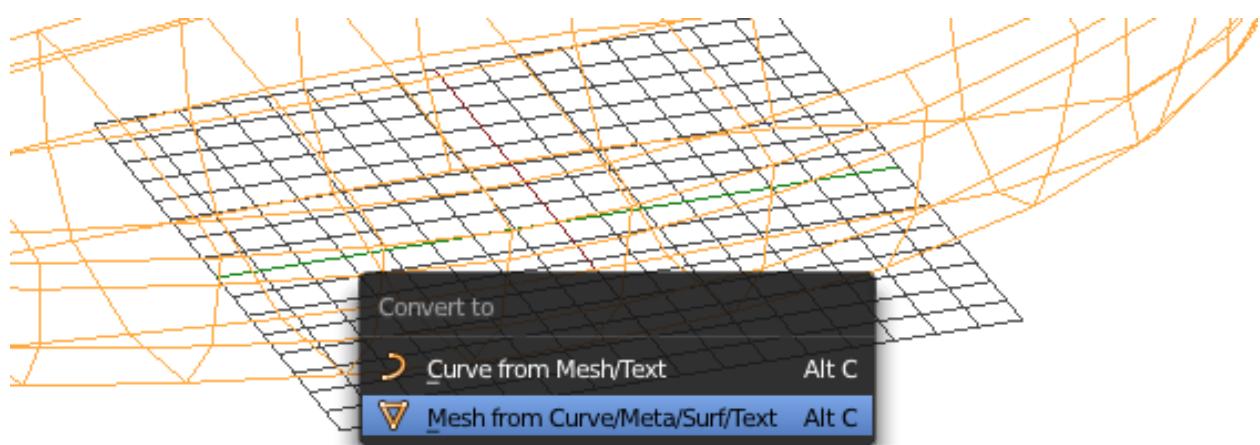
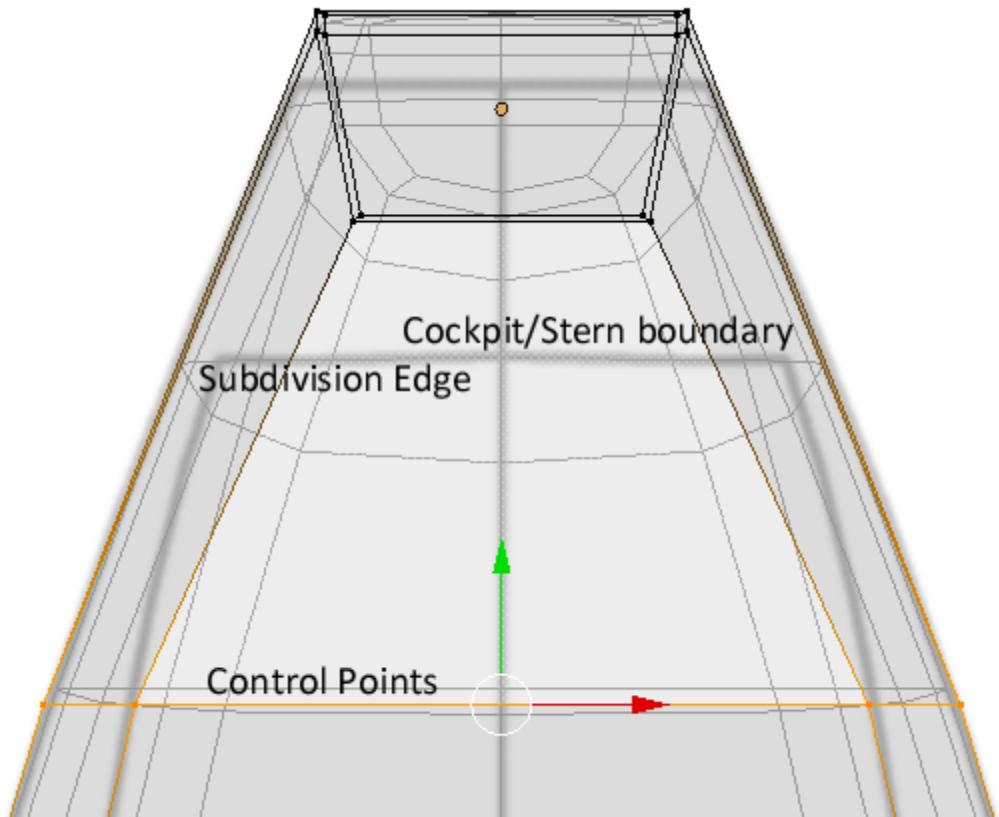


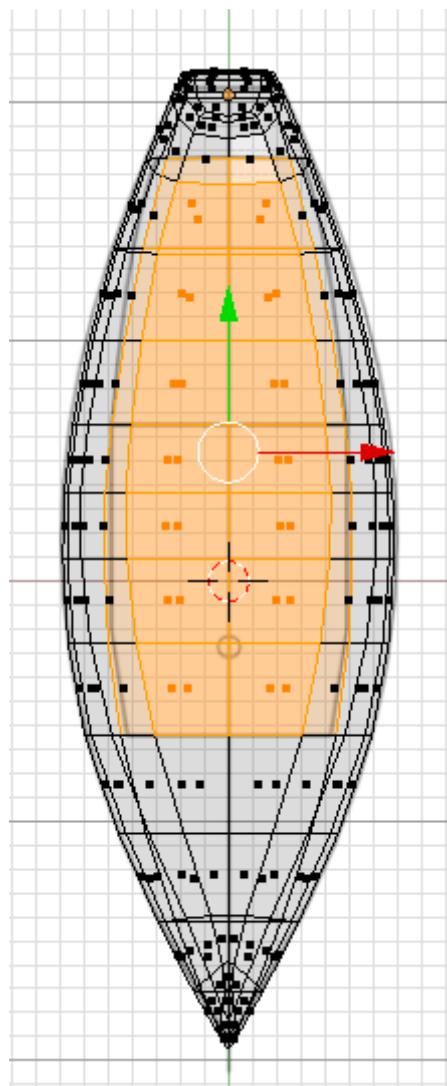


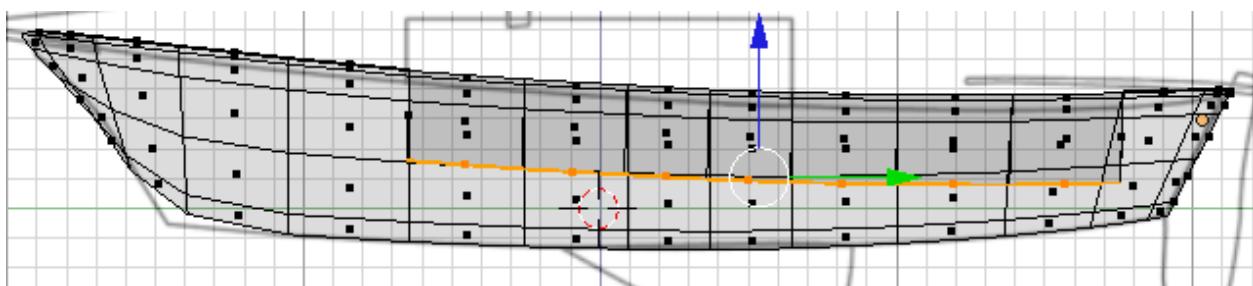
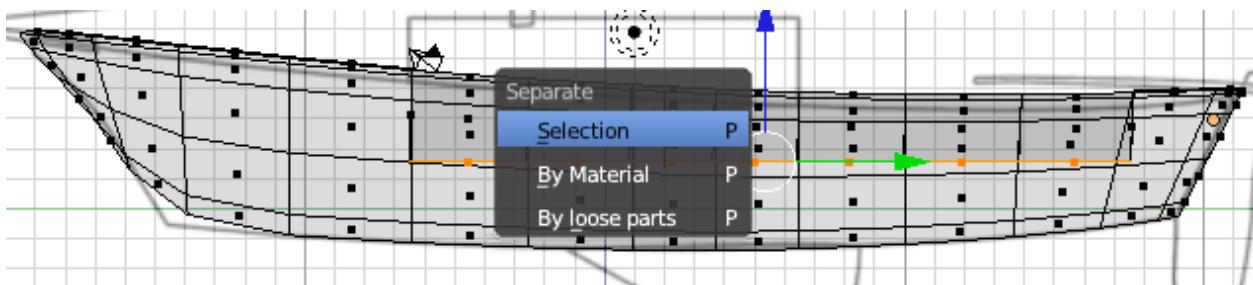
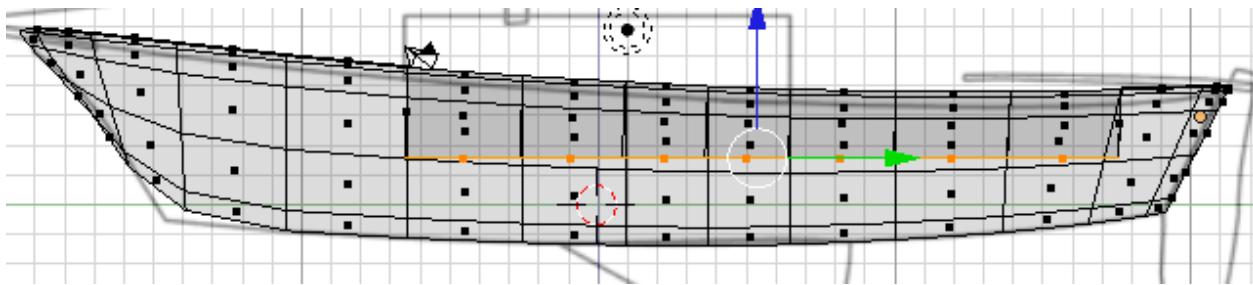
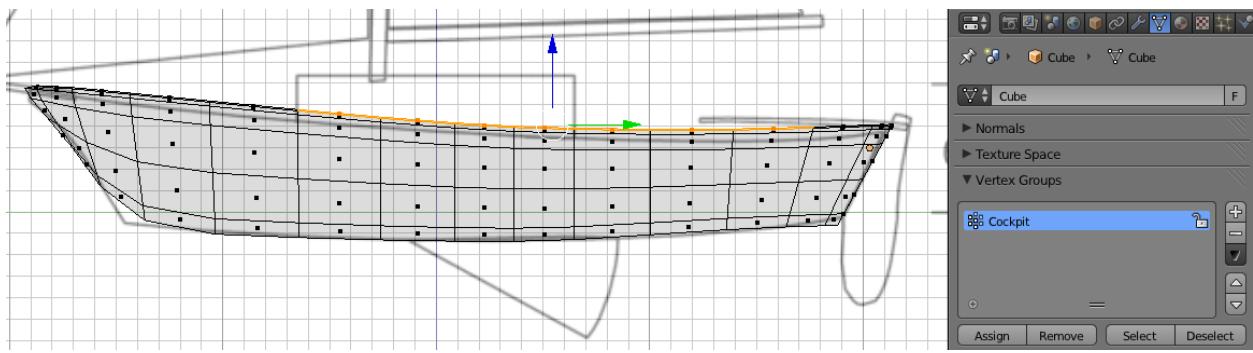


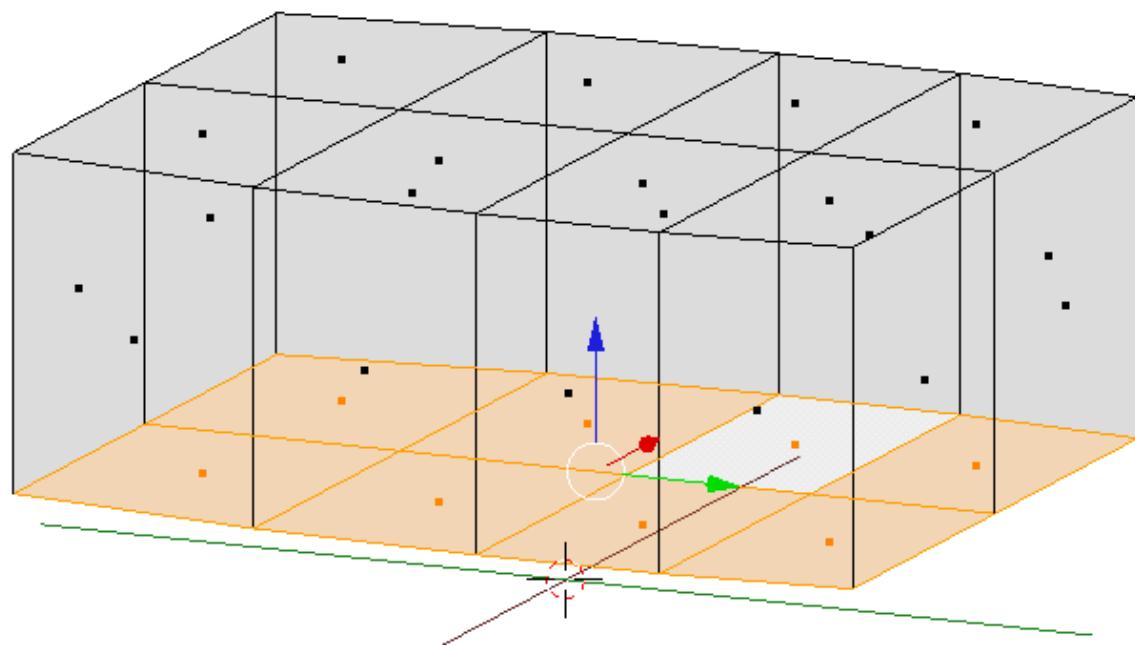
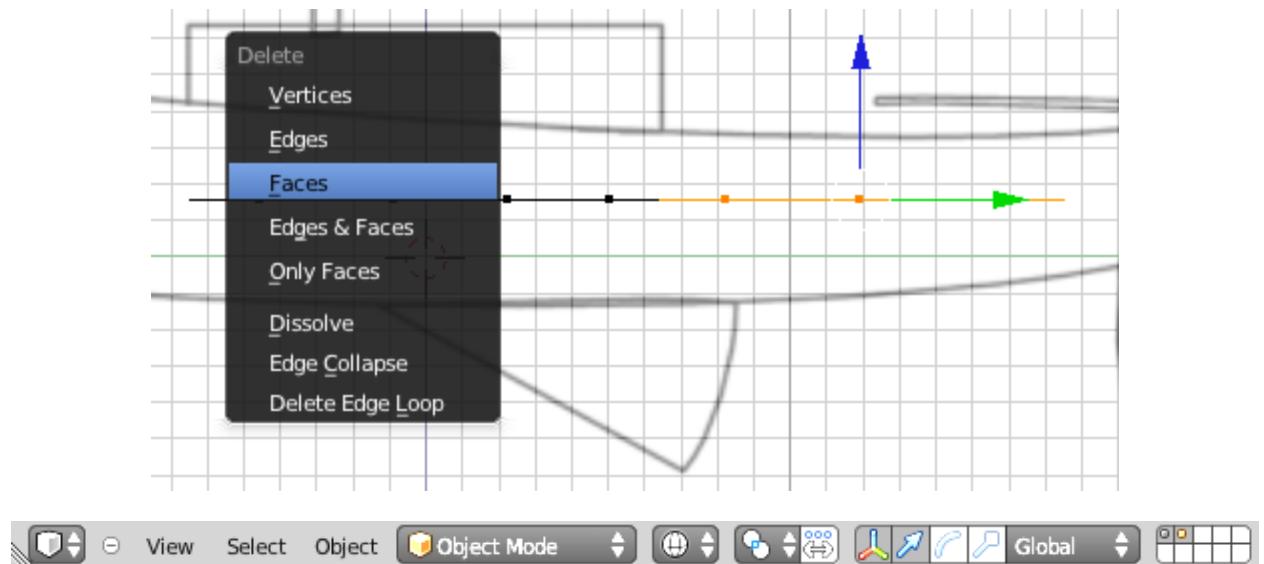


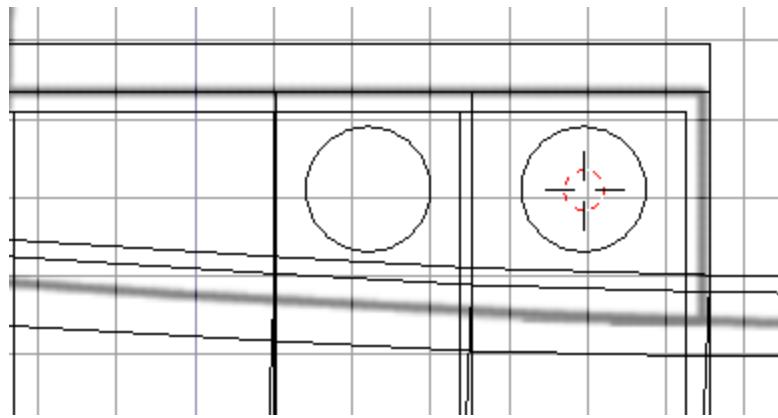
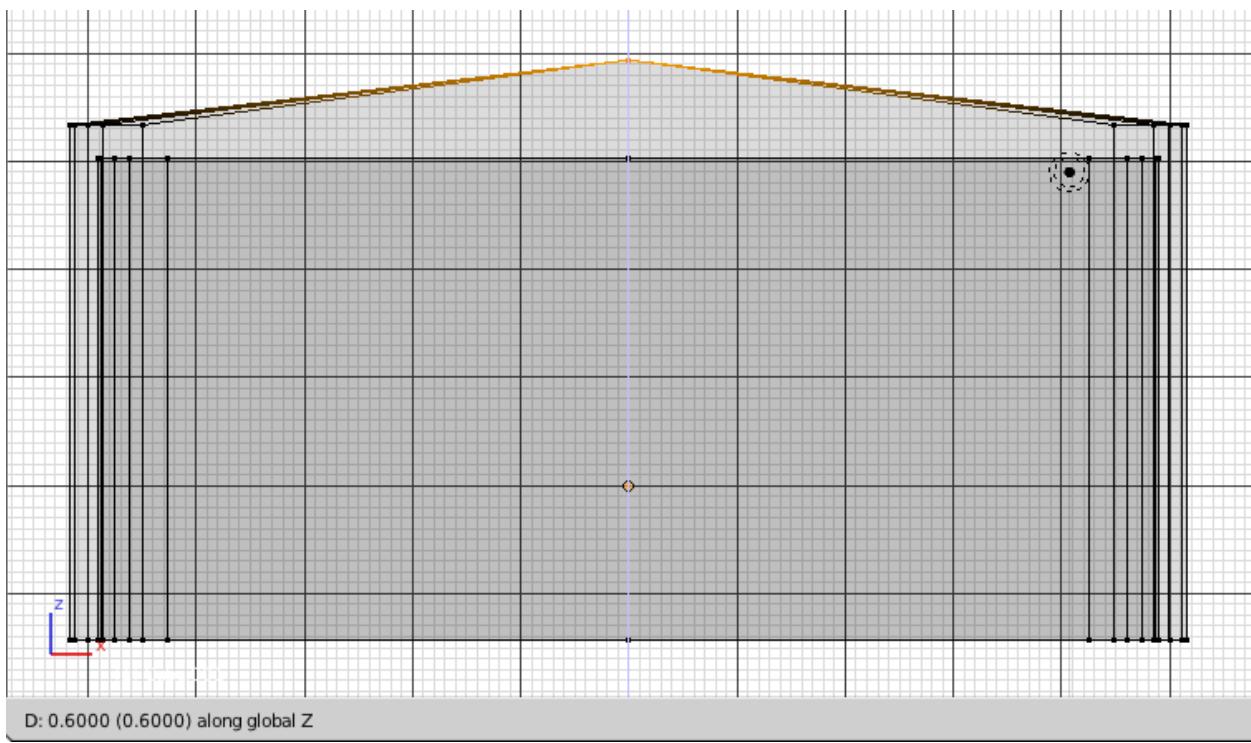
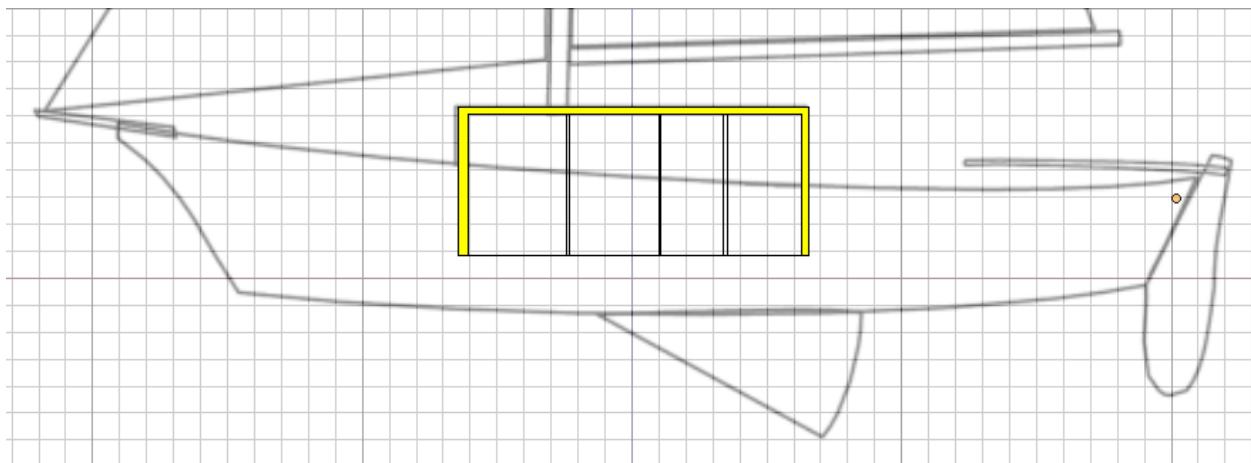


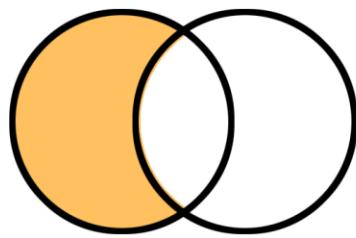
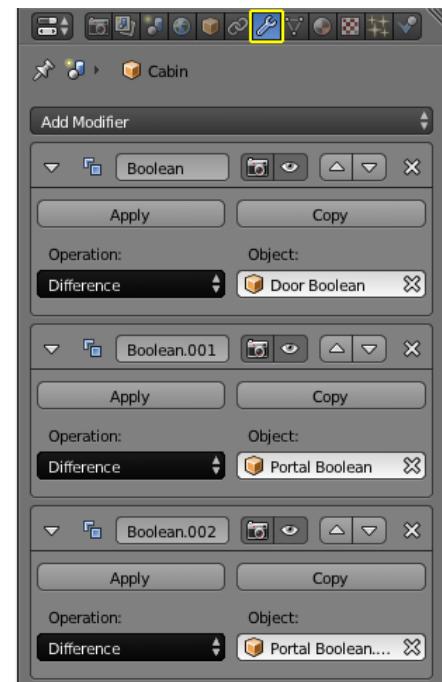
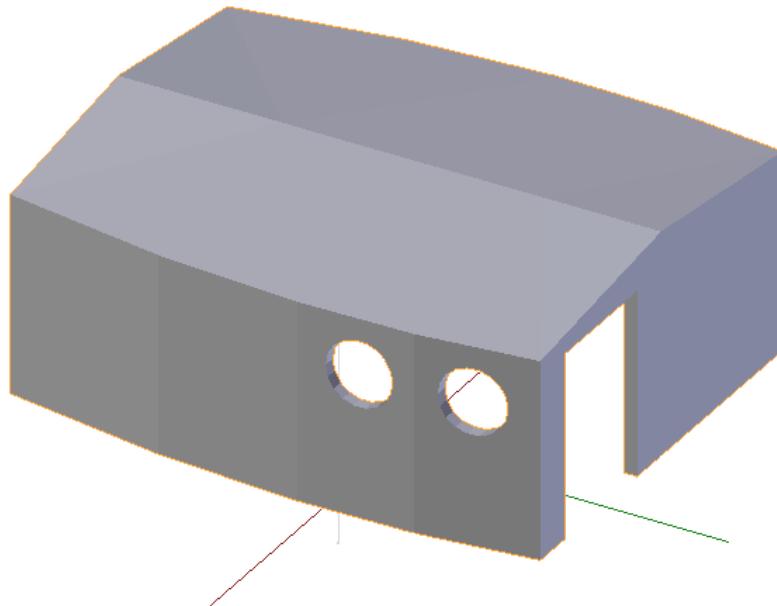
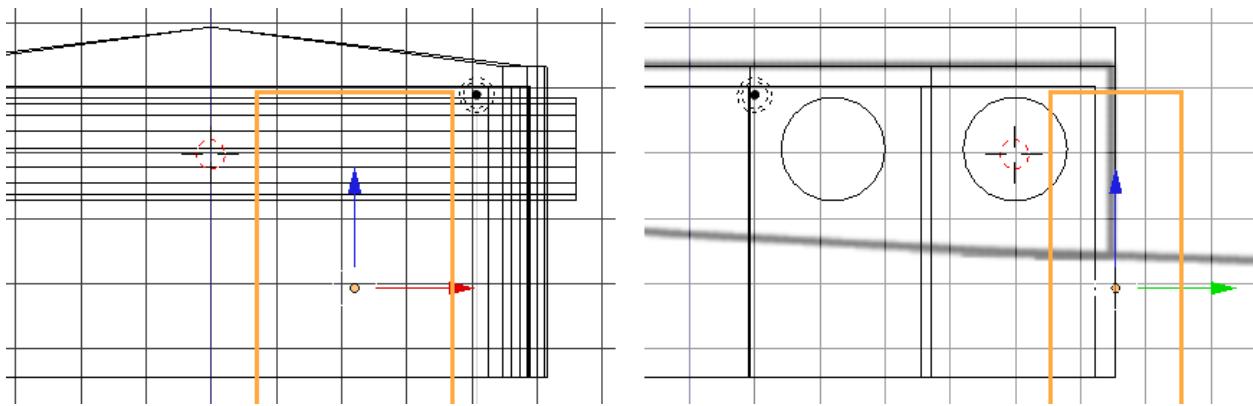




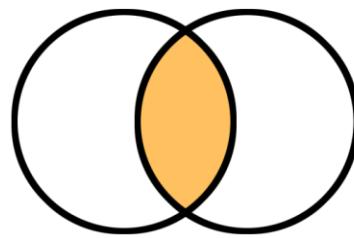




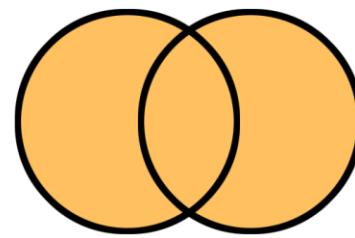




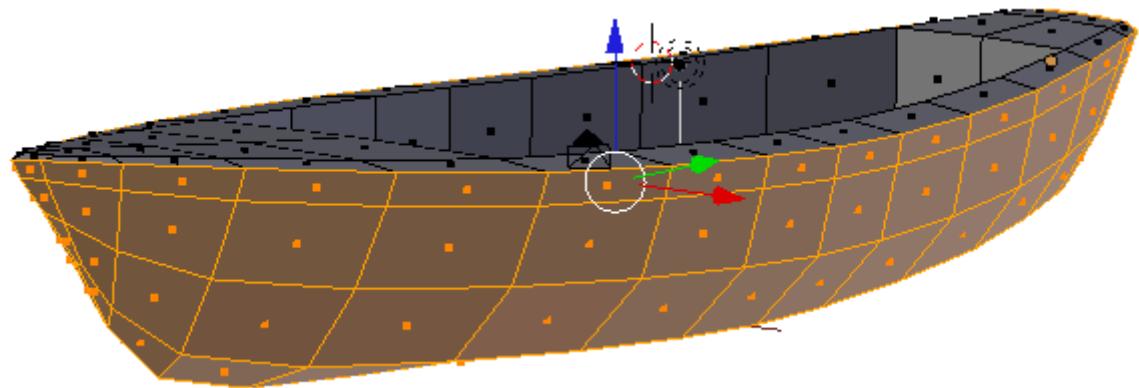
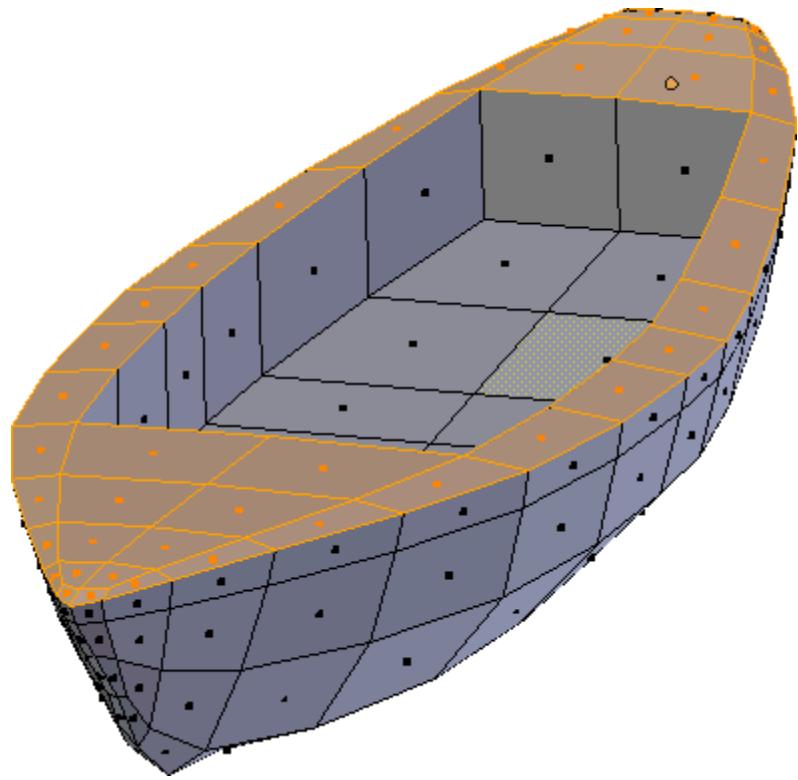
A B
Difference

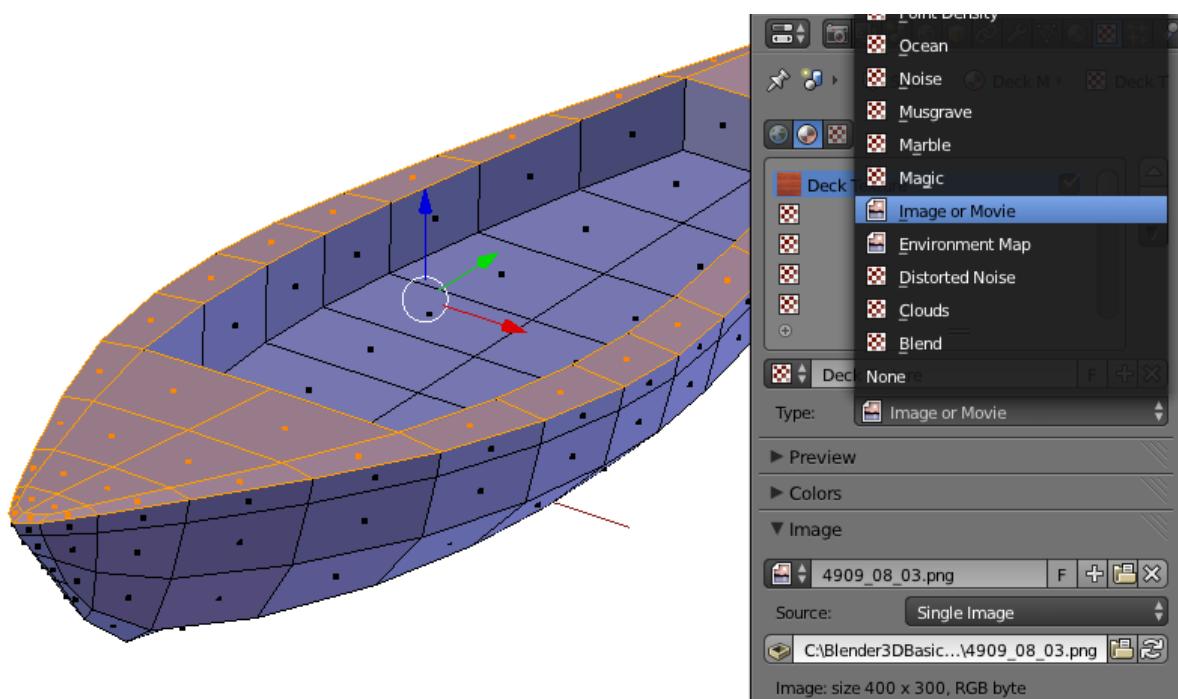
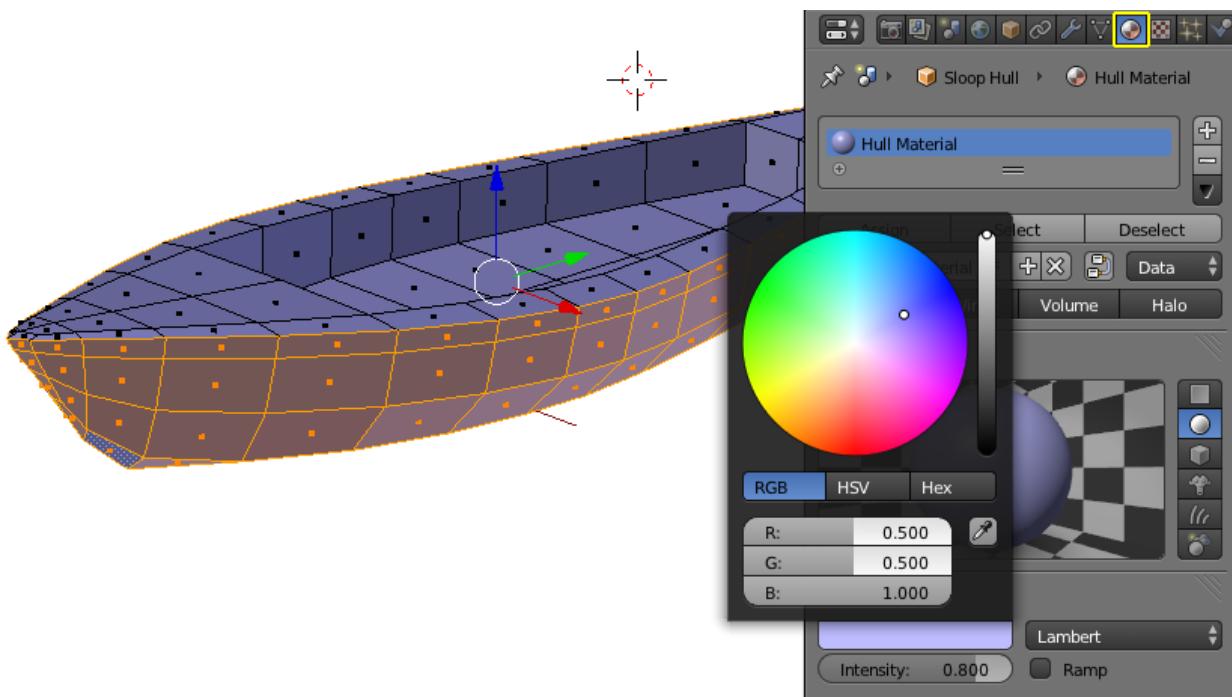


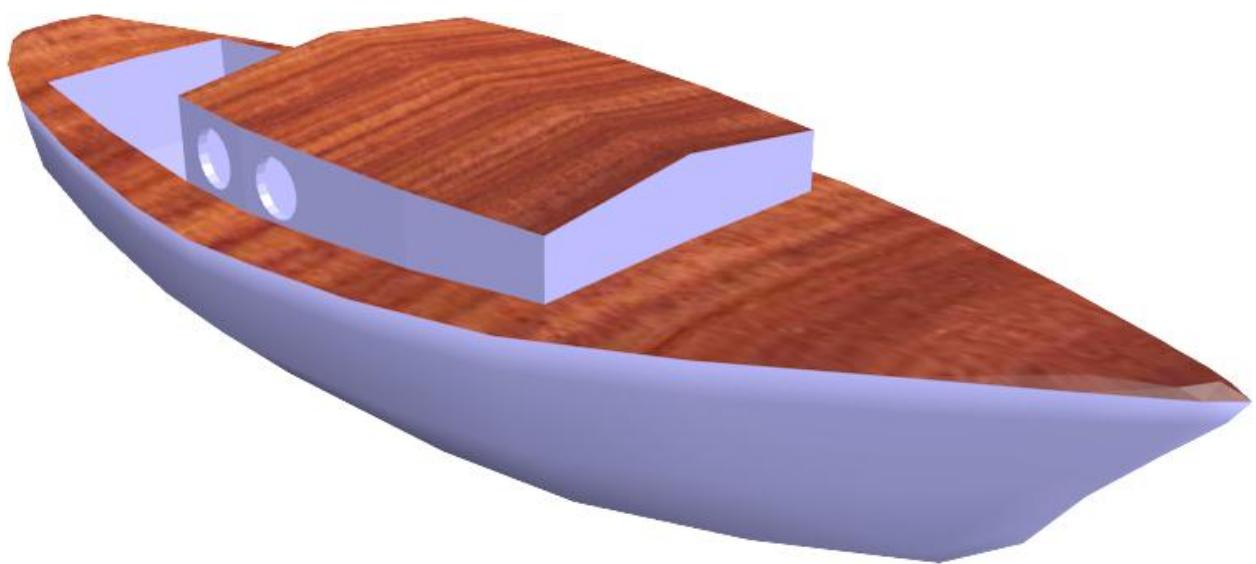
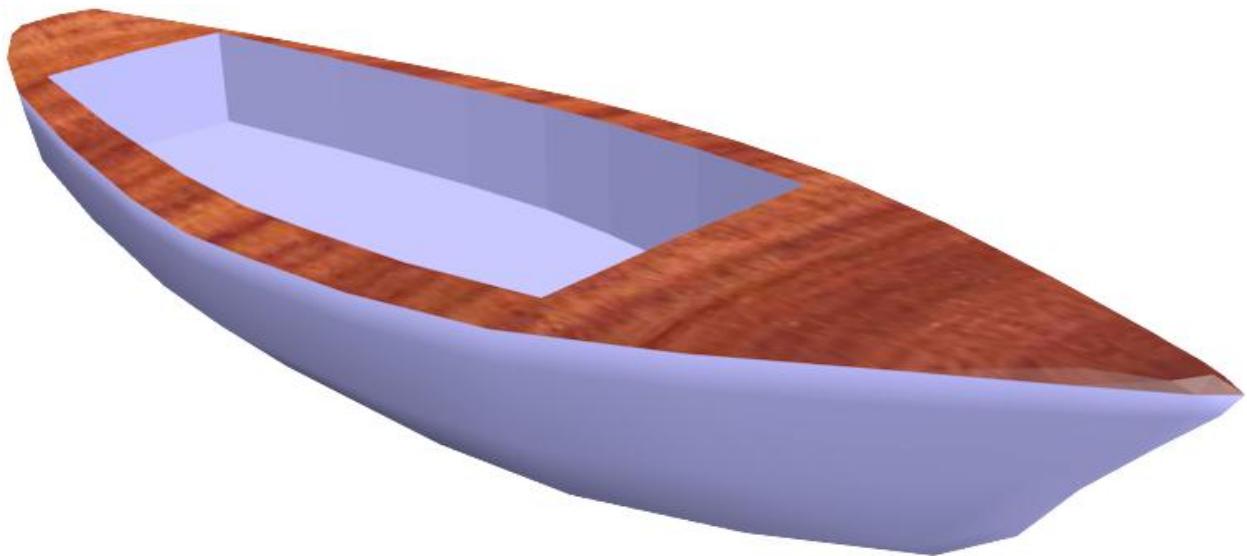
A B
Intersection

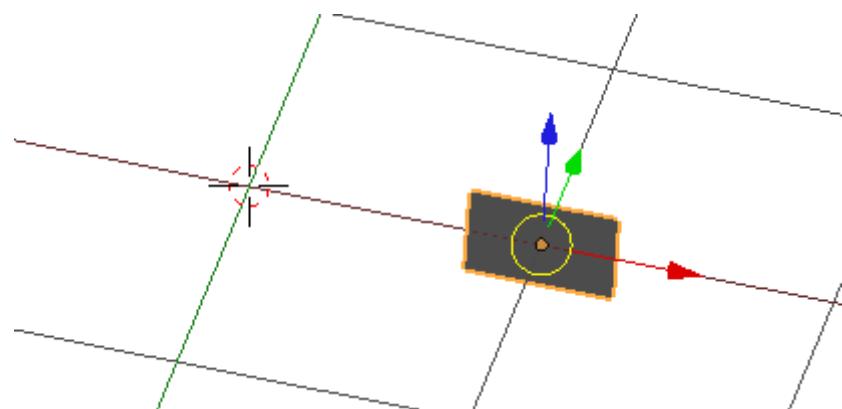
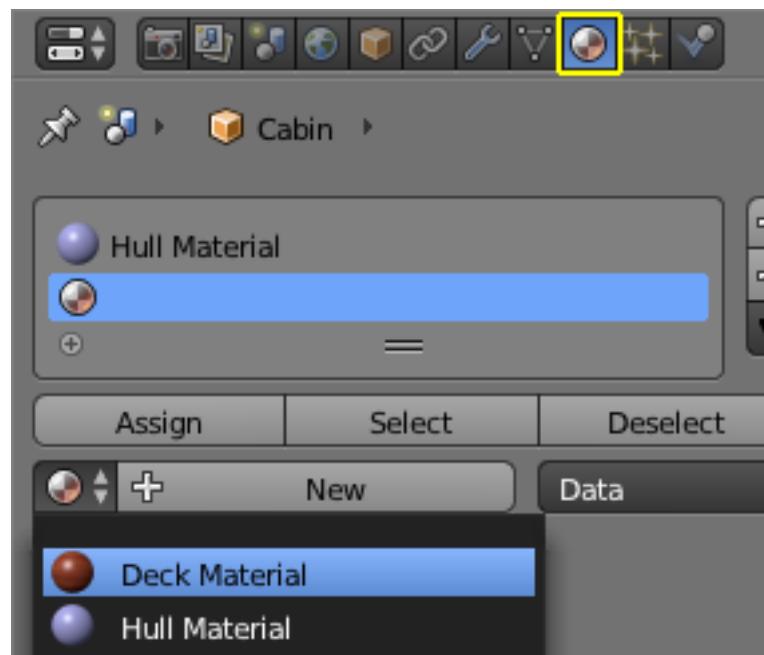


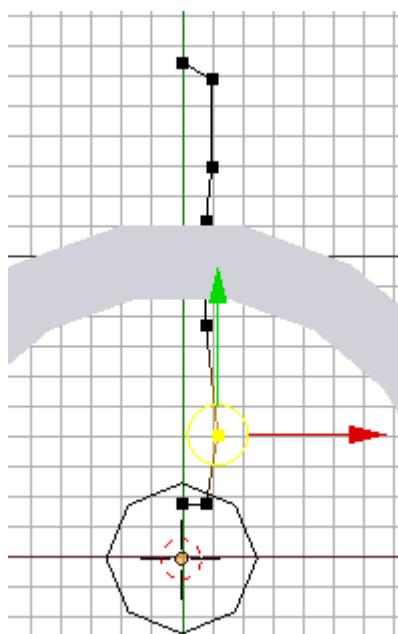
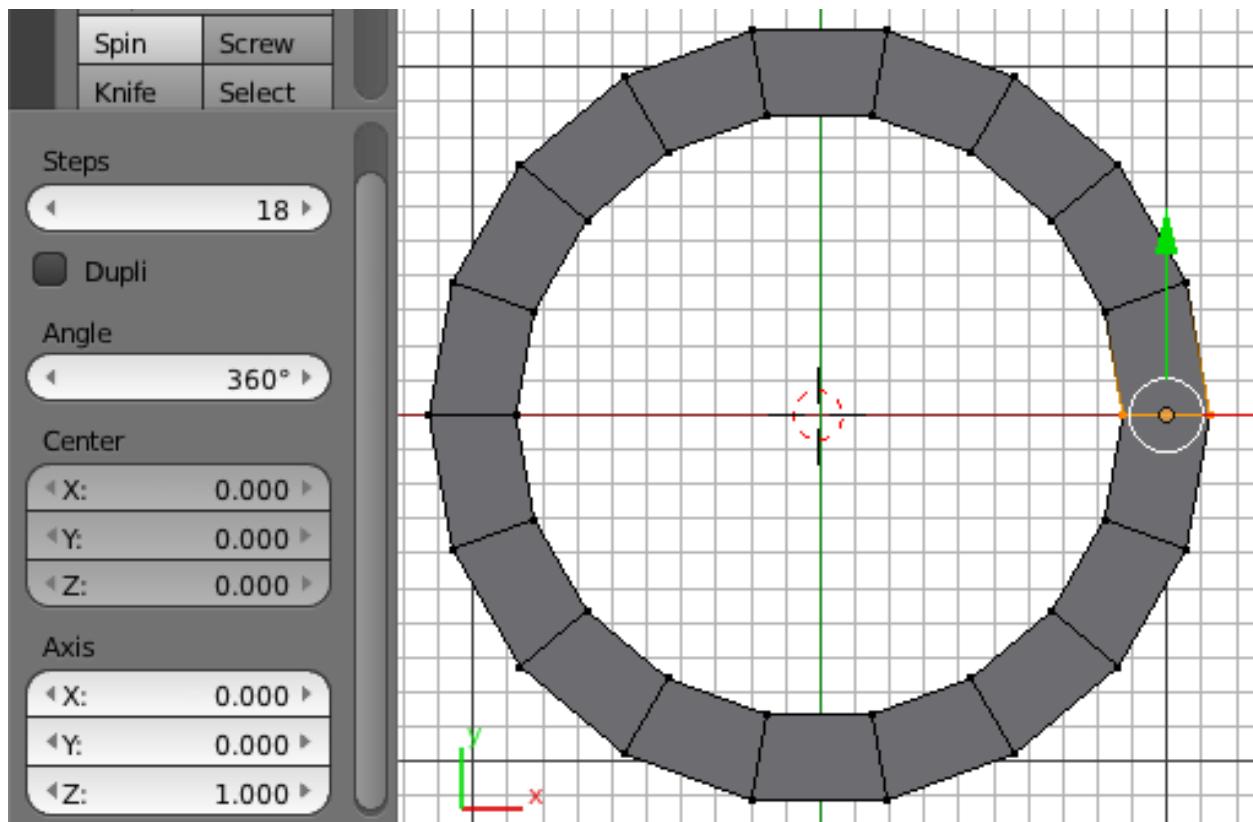
A B
Union

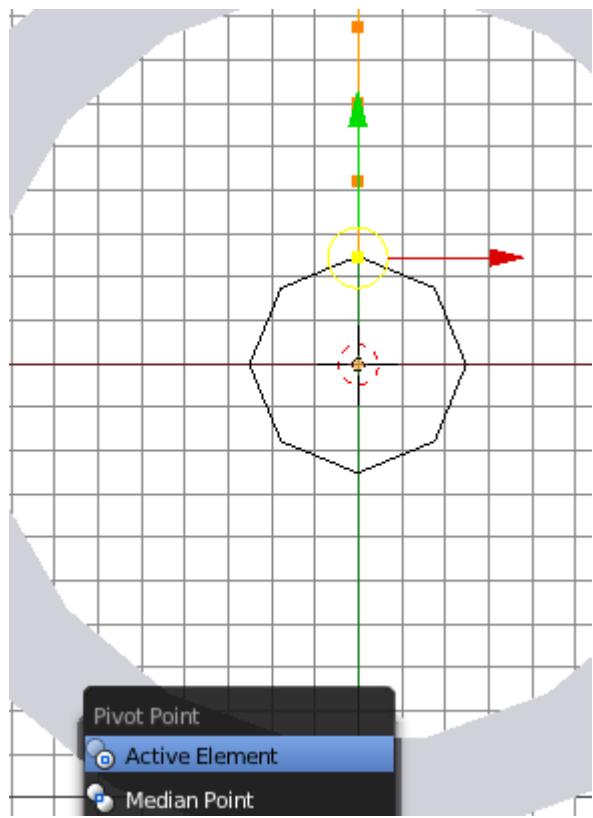


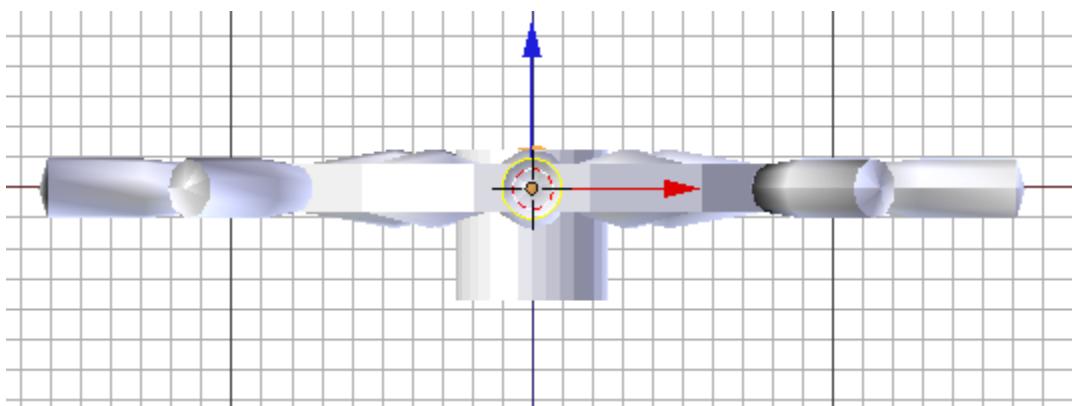
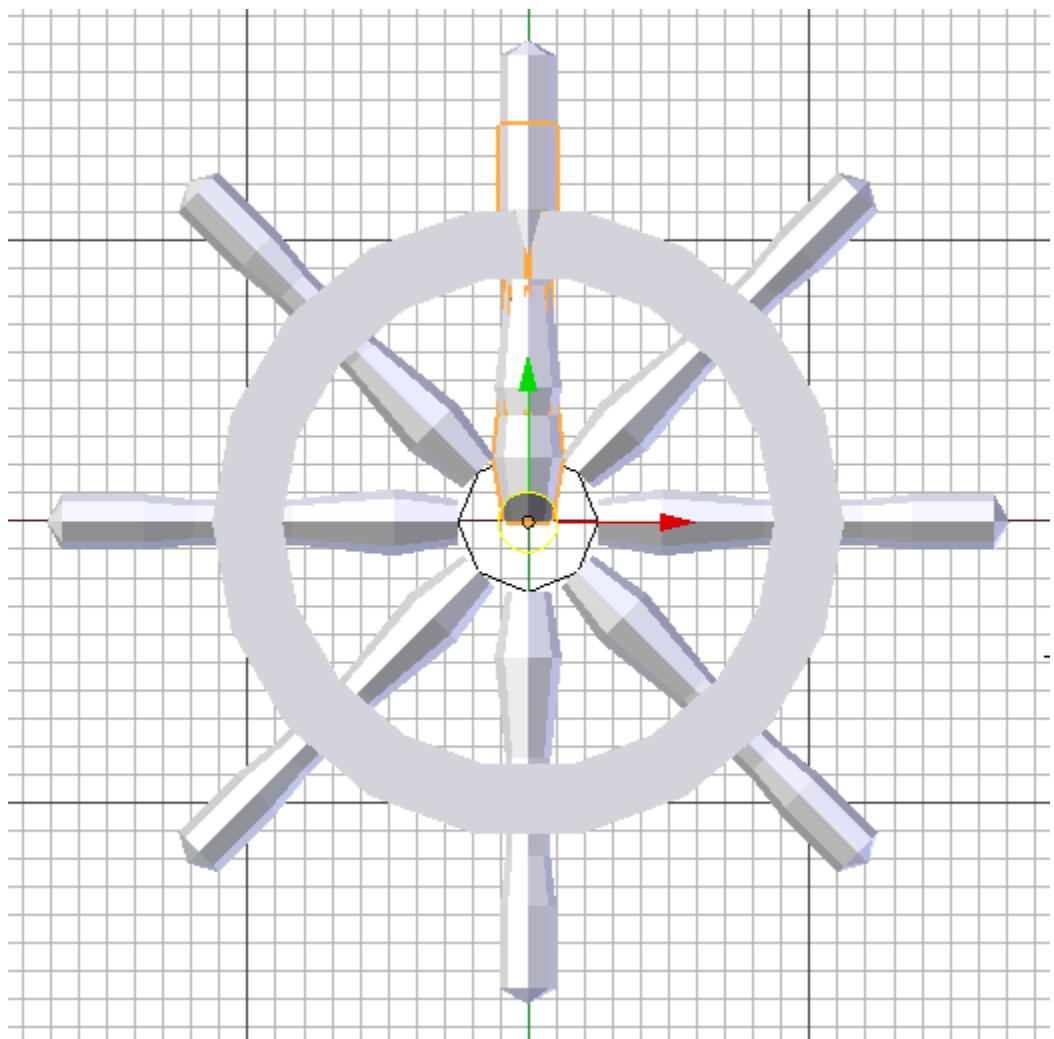


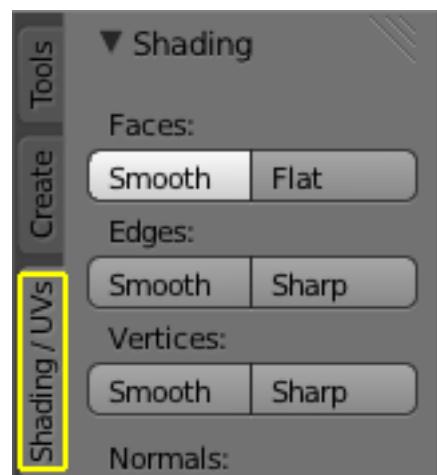
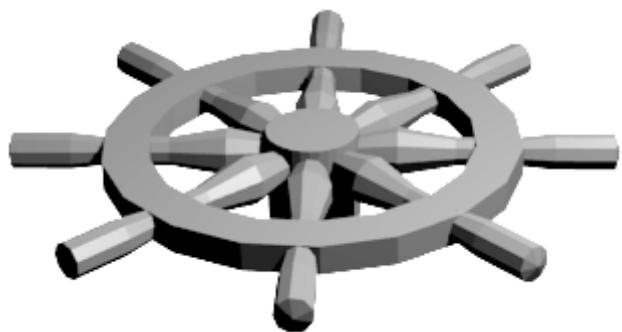


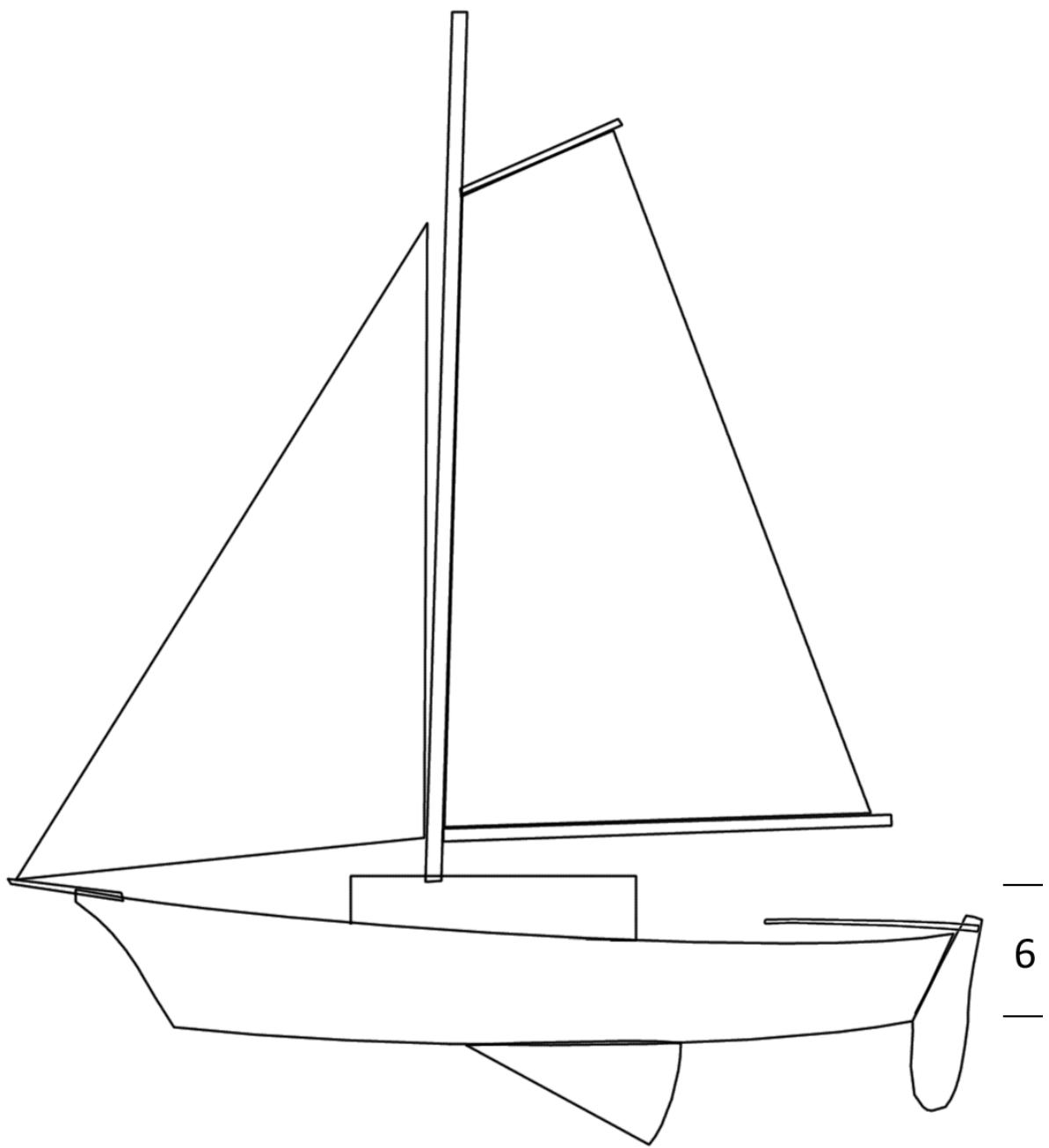


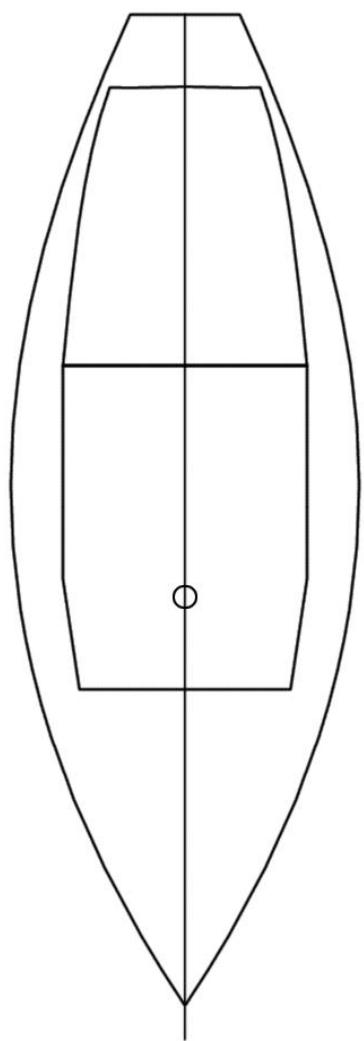






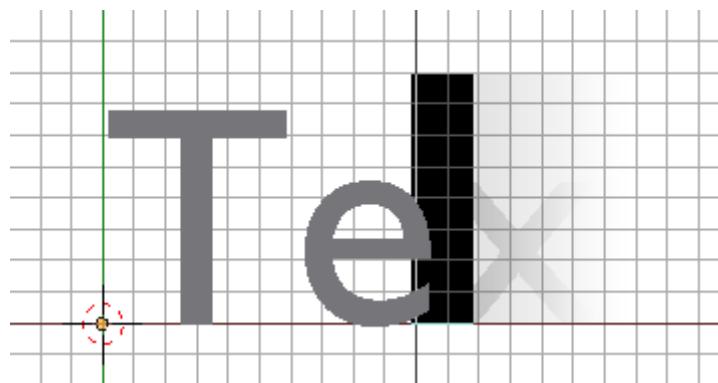






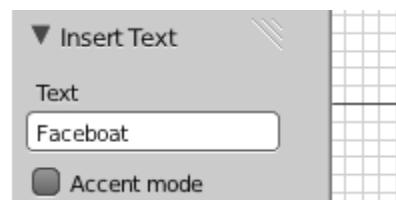
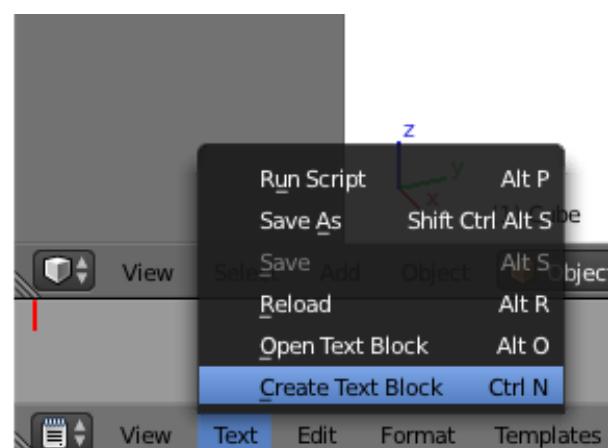
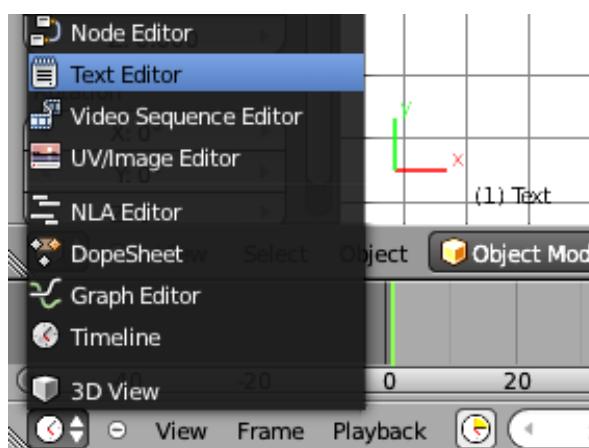


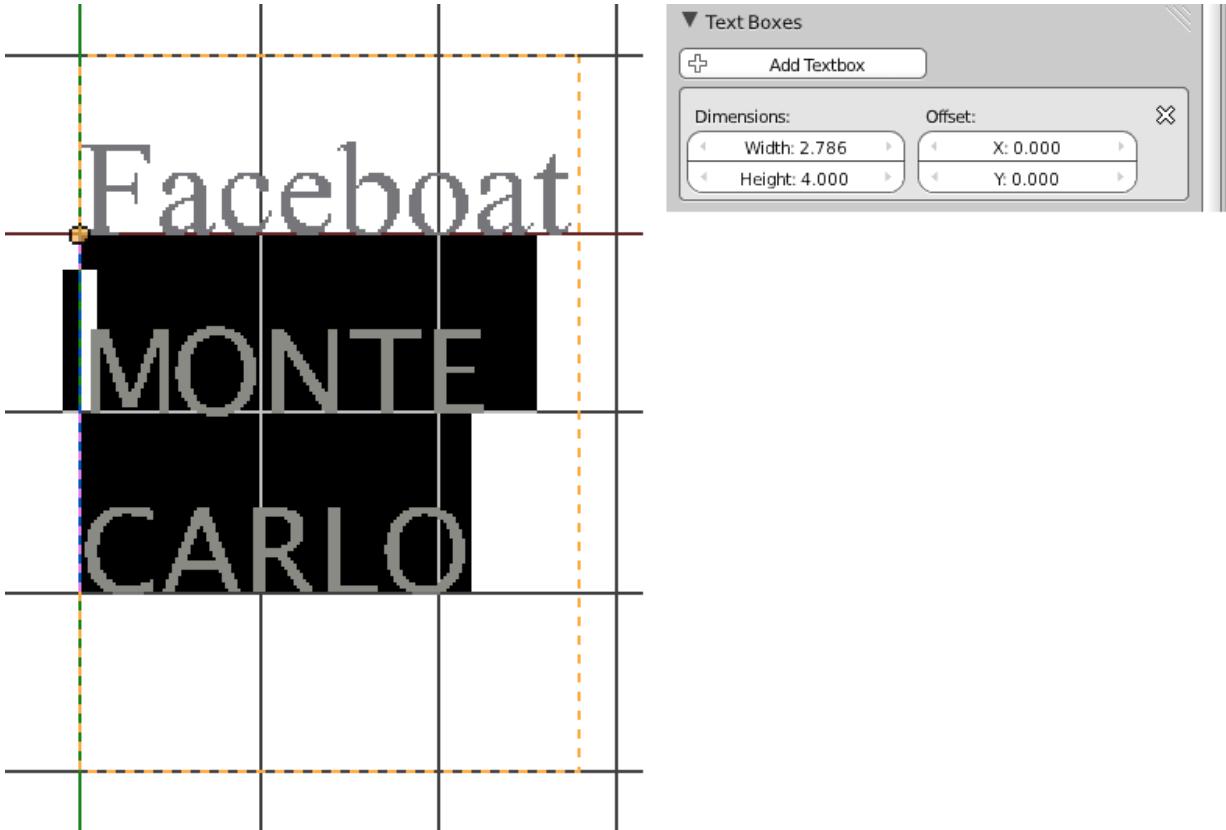
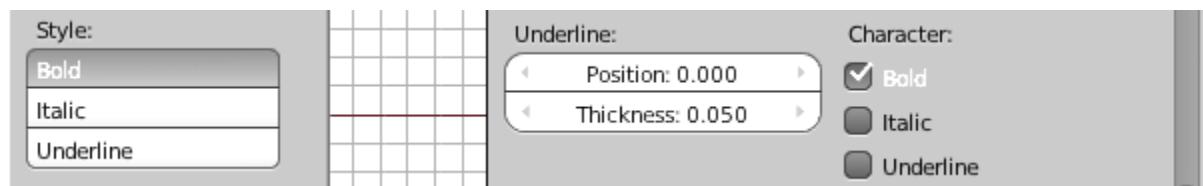
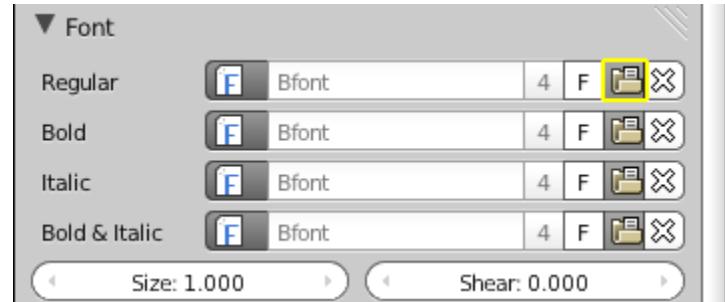
Serif, San Serif, Slab Serif DISPLAY, Script, *IOO□●▲



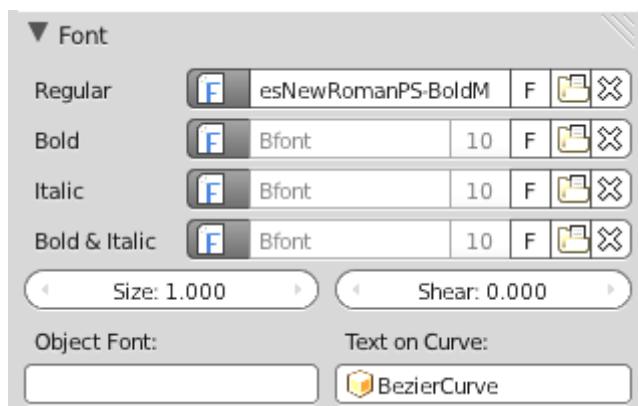
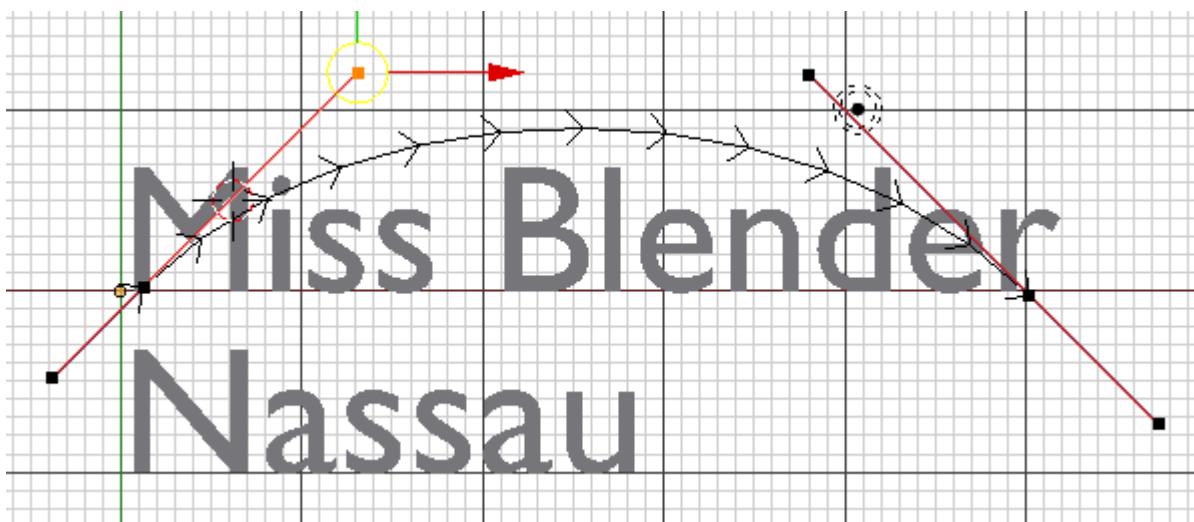
MySloop

Papeete





Faceboat MONTE CARLO

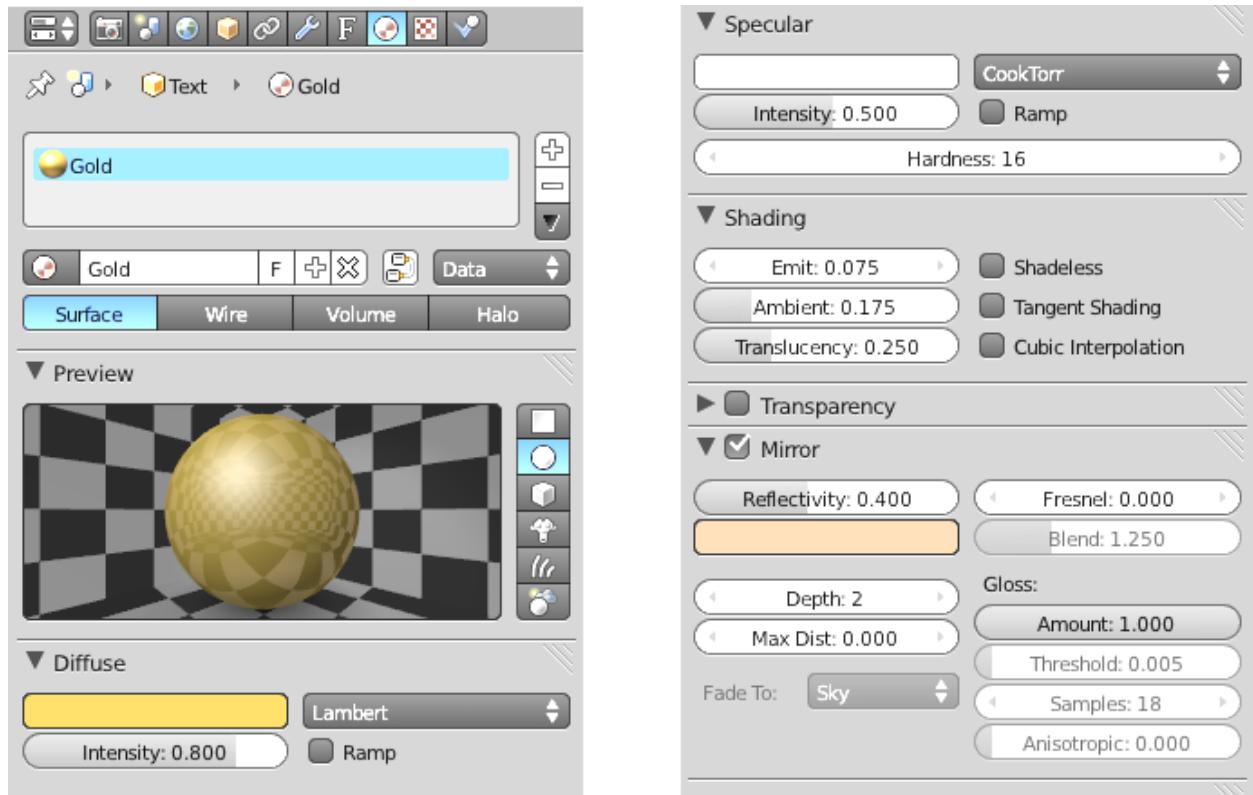


Miss Blender

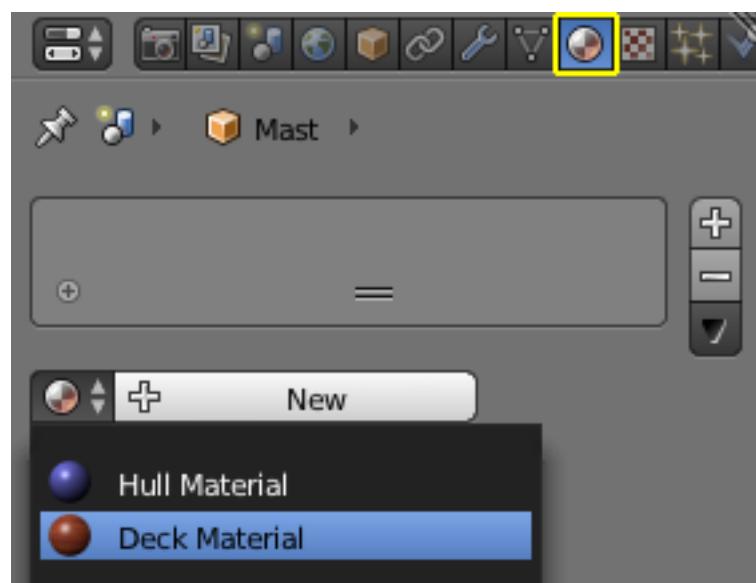
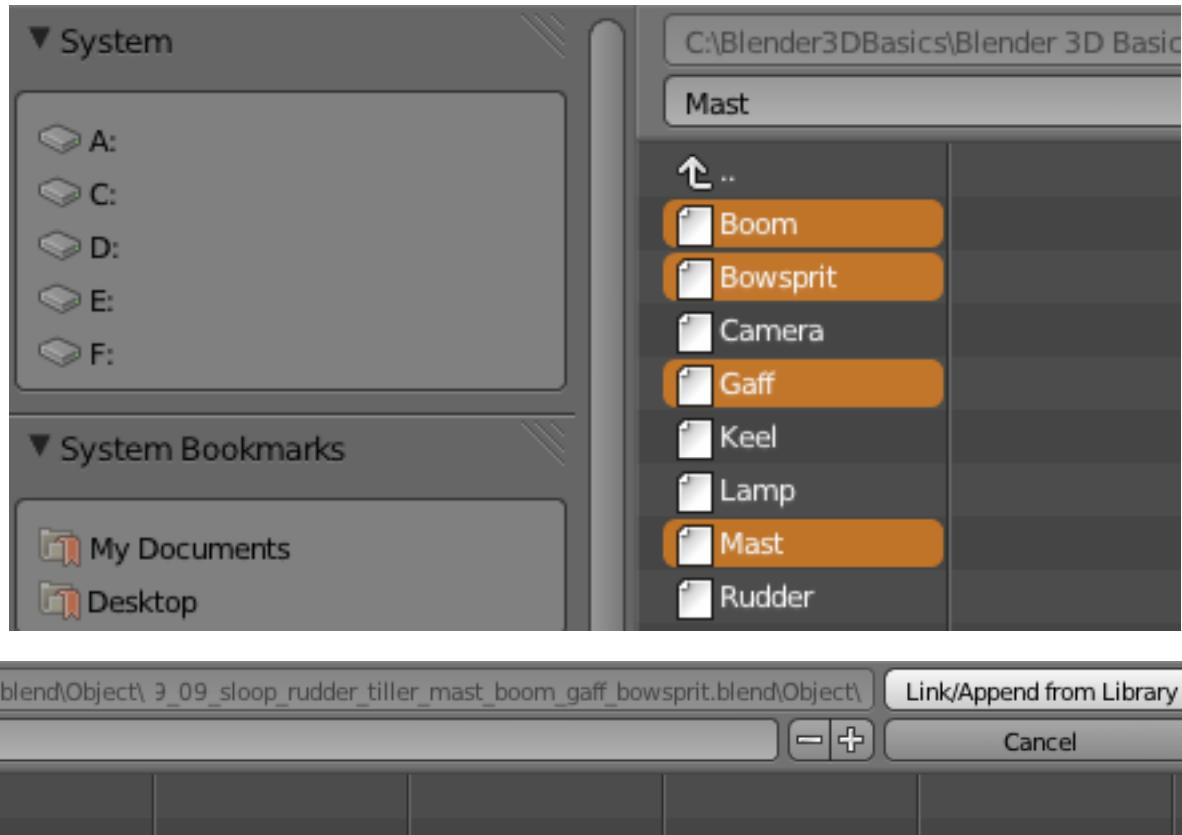
Nassau

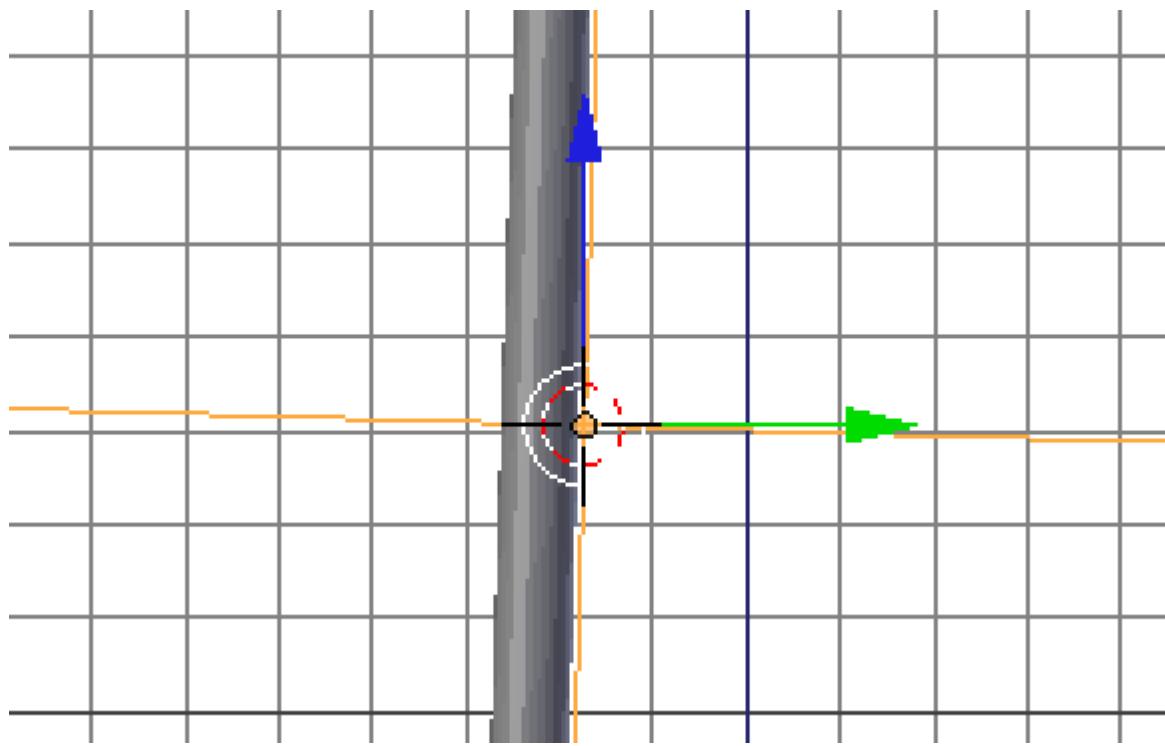
Miss Blender

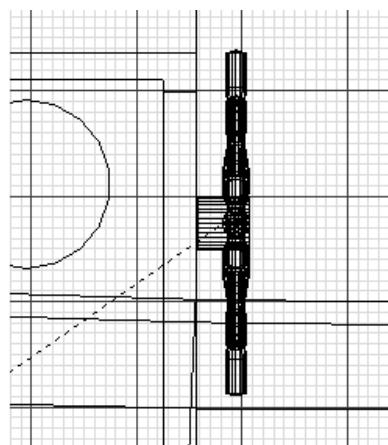
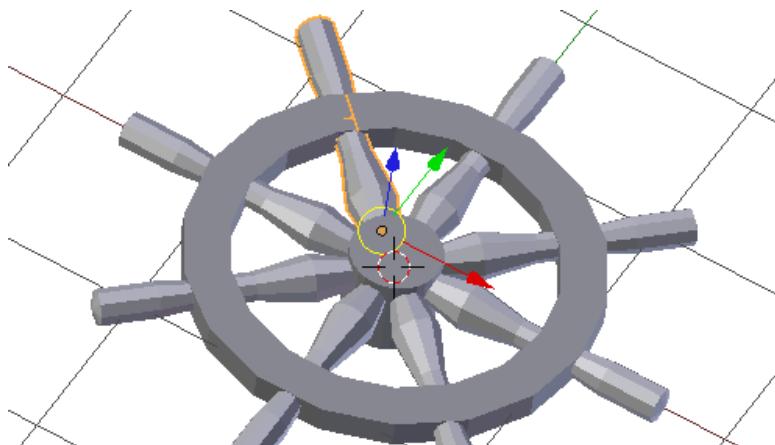
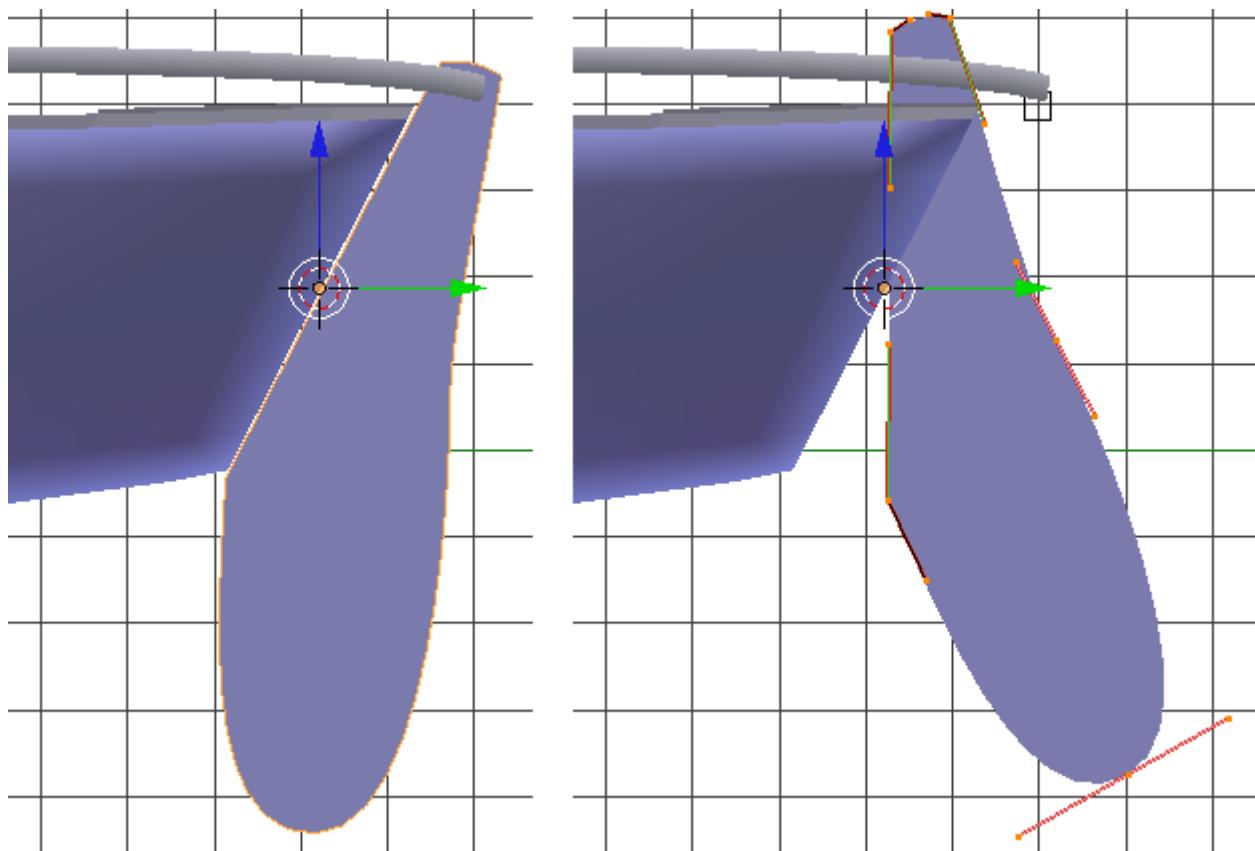
Nassau

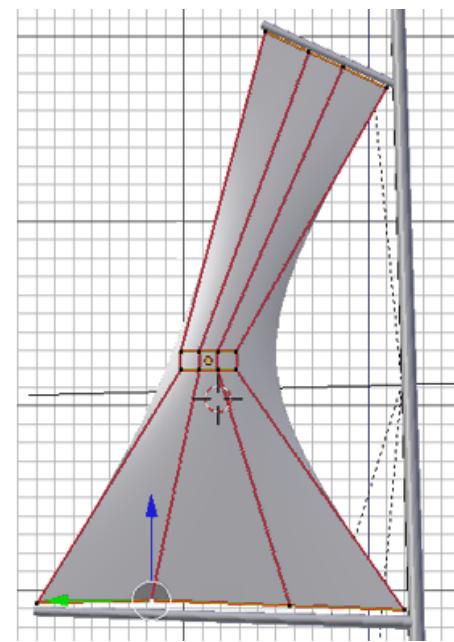
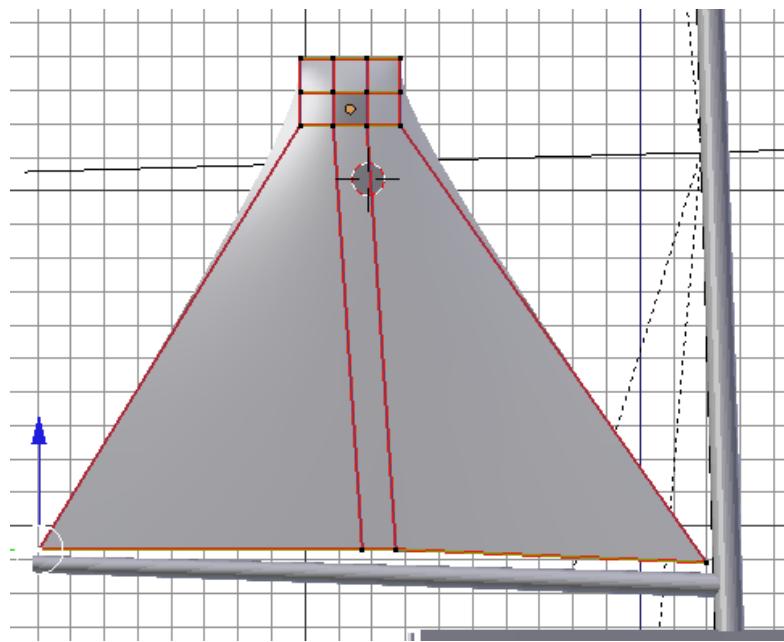


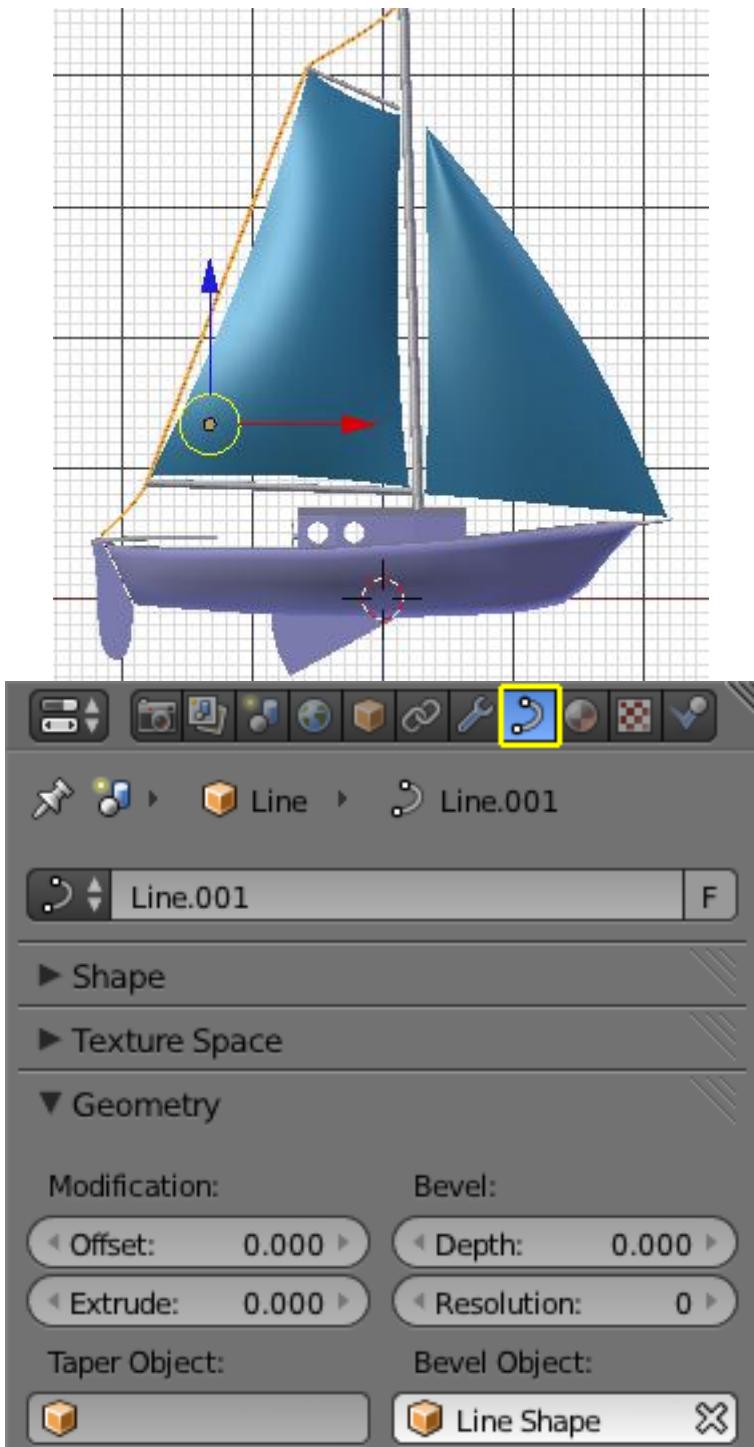
Miss Blender
Nassau

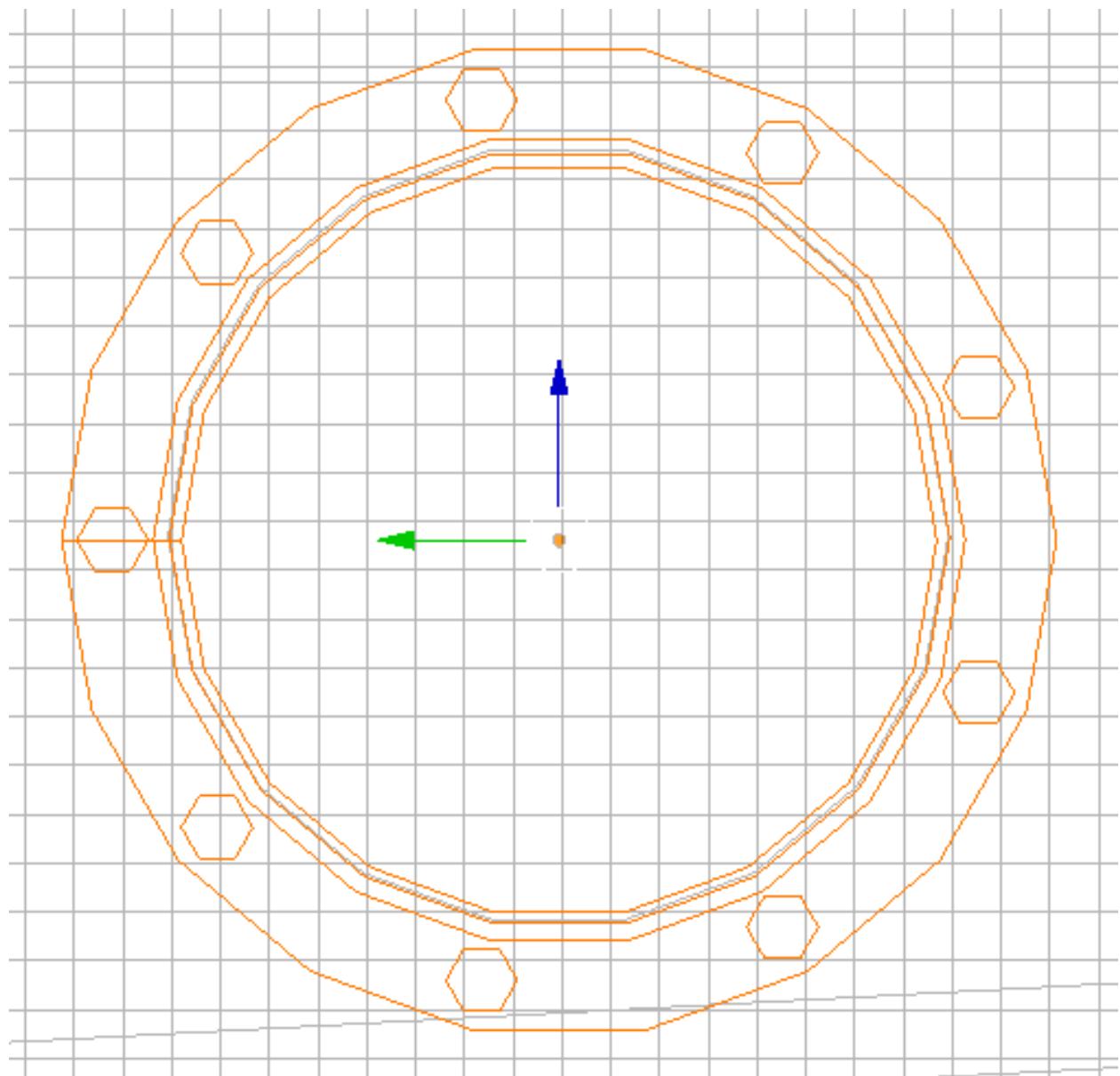


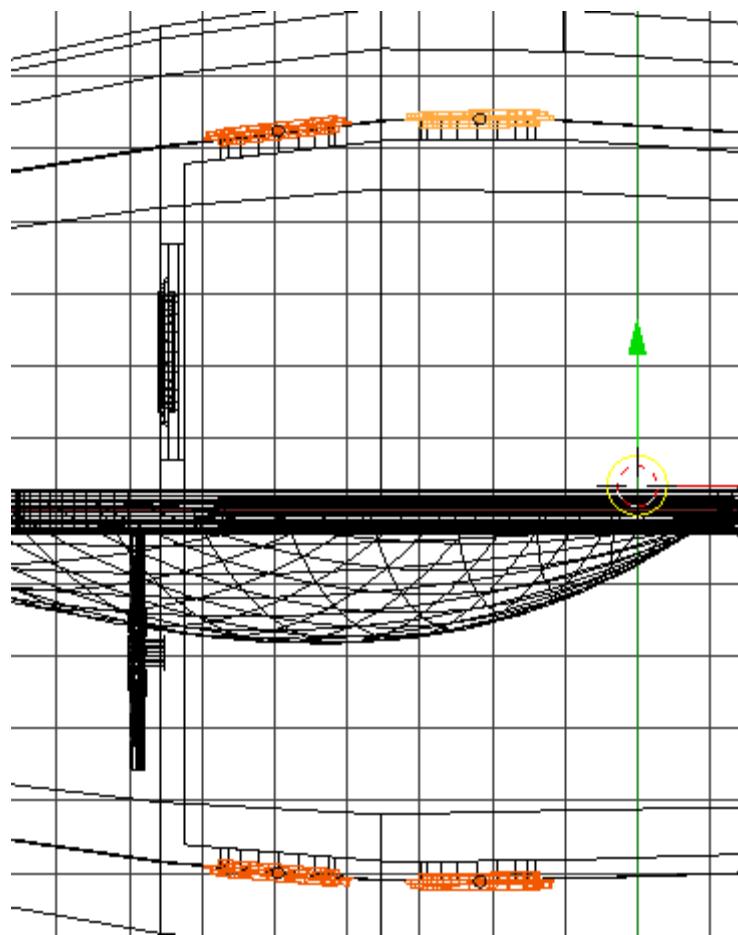
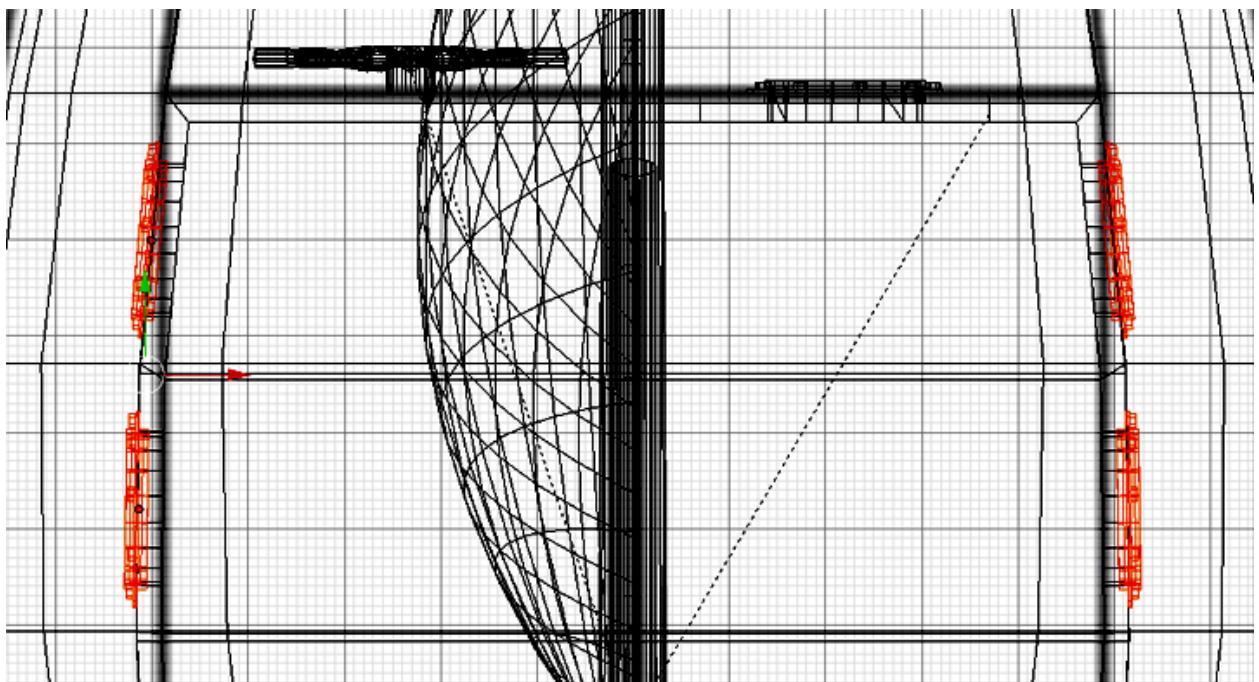




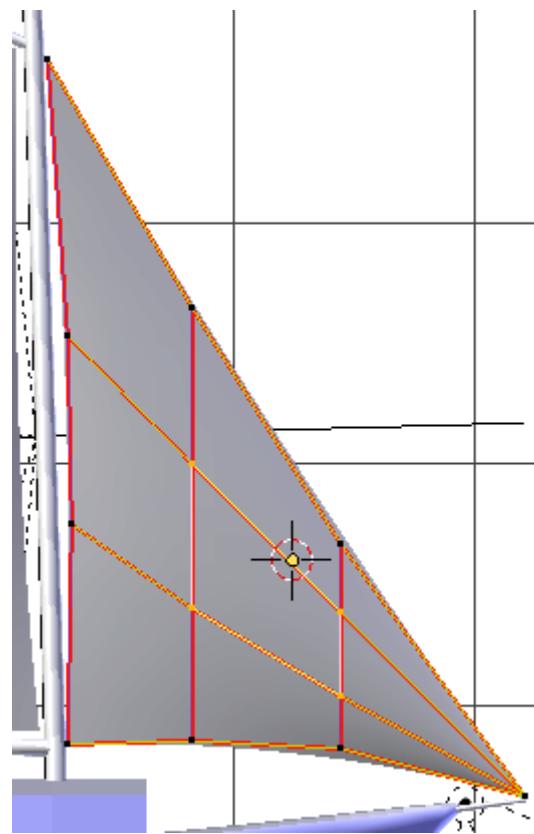
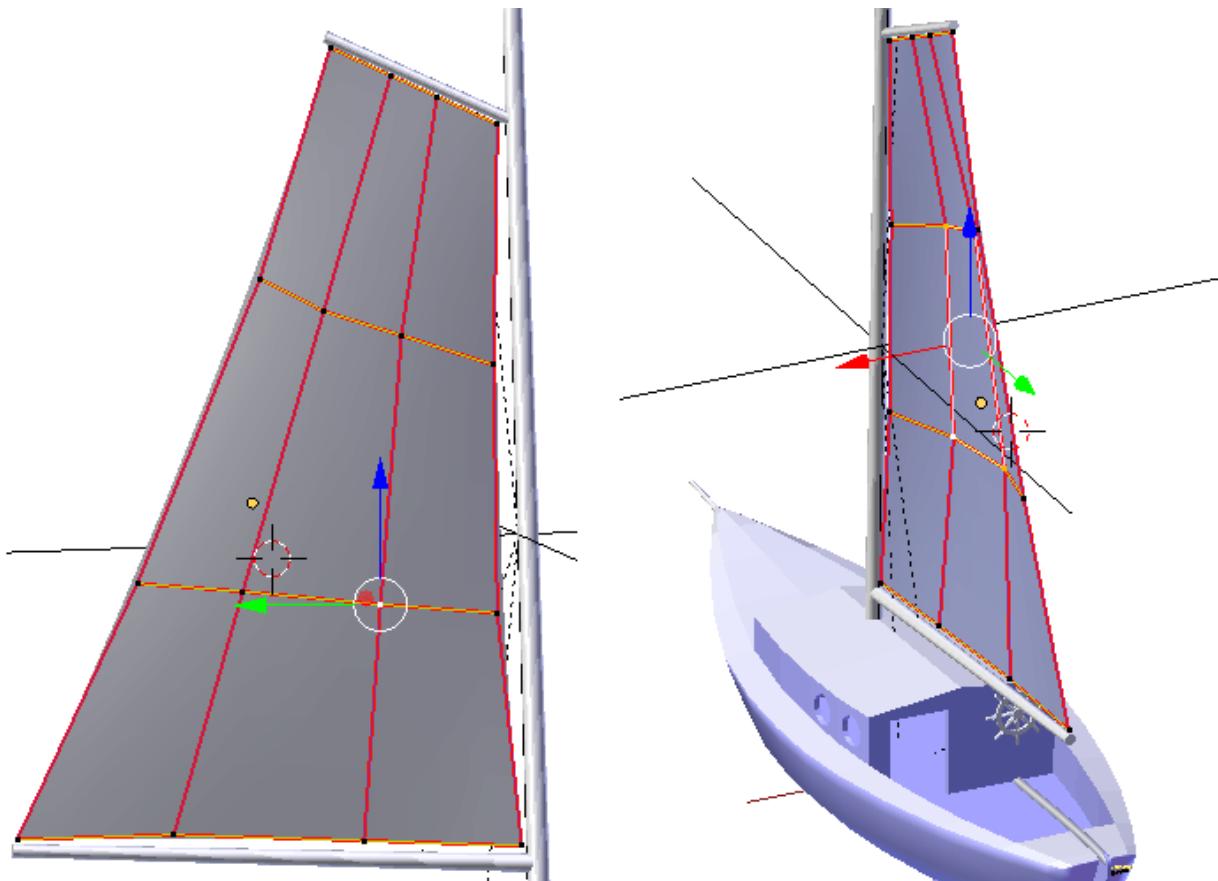




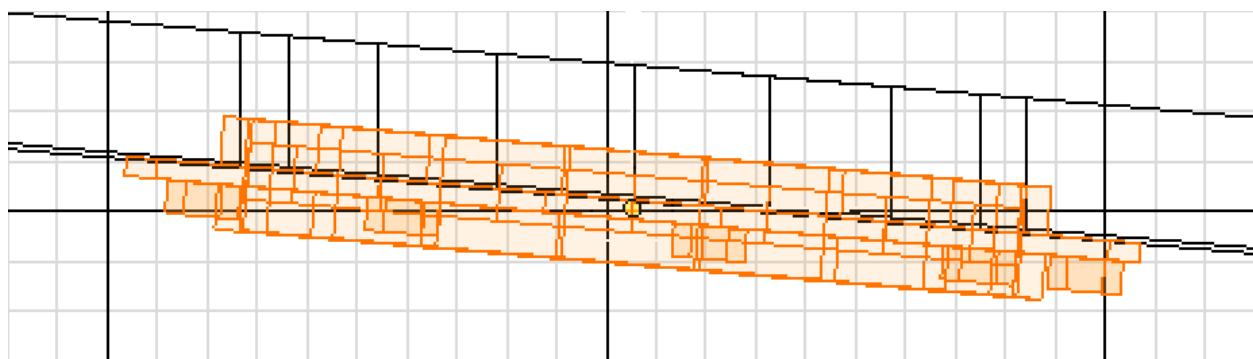


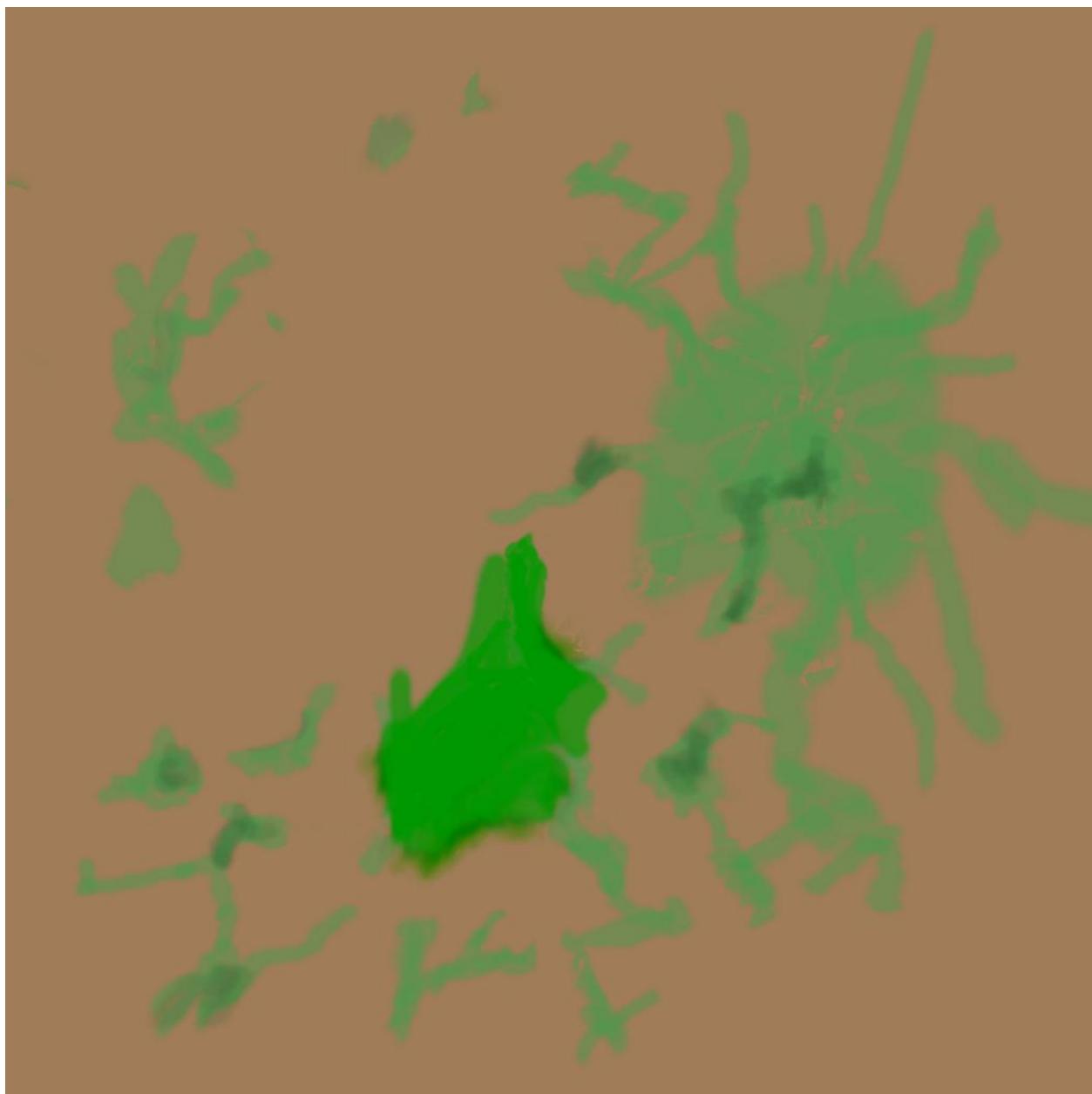


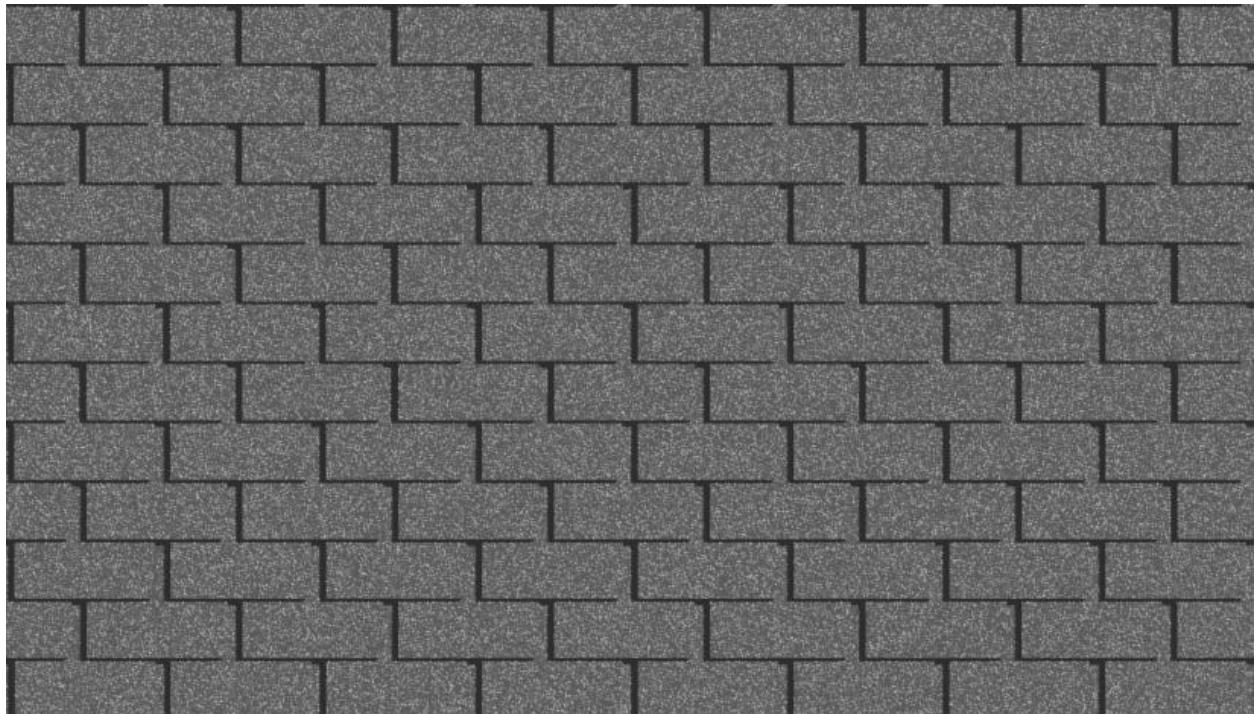


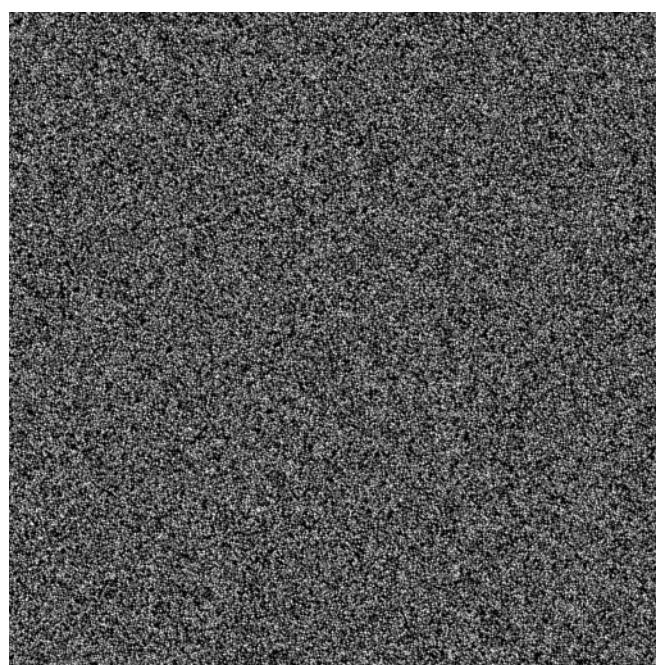


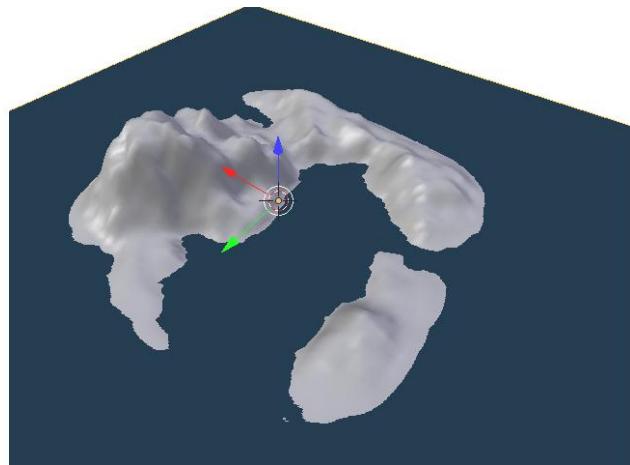
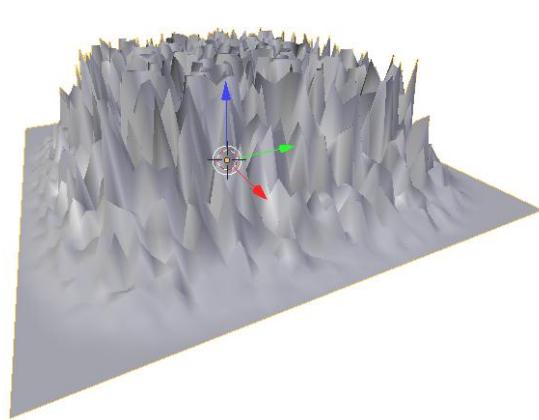
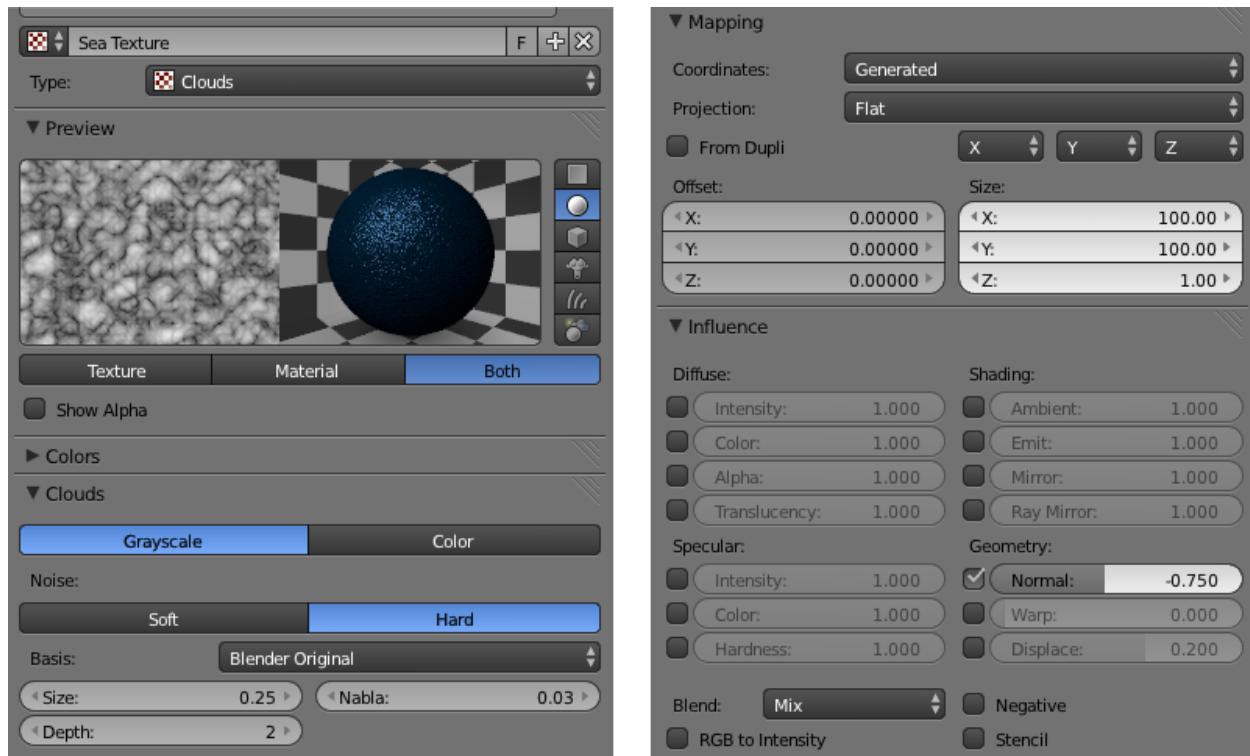
Font Name	Filename	Size	Modified	Attributes
Edwardian Script ITC (TrueType)	ITCEDSCR.TTF	63K	10/15/1999 8:55 AM	A

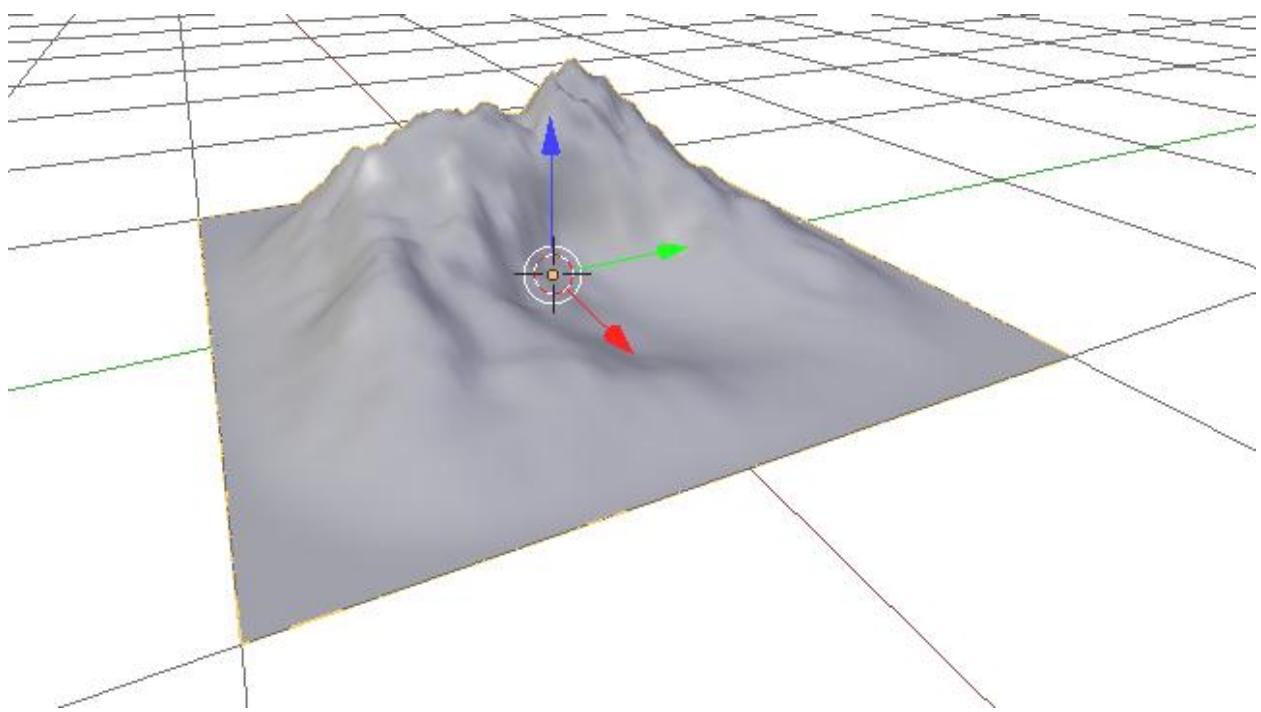
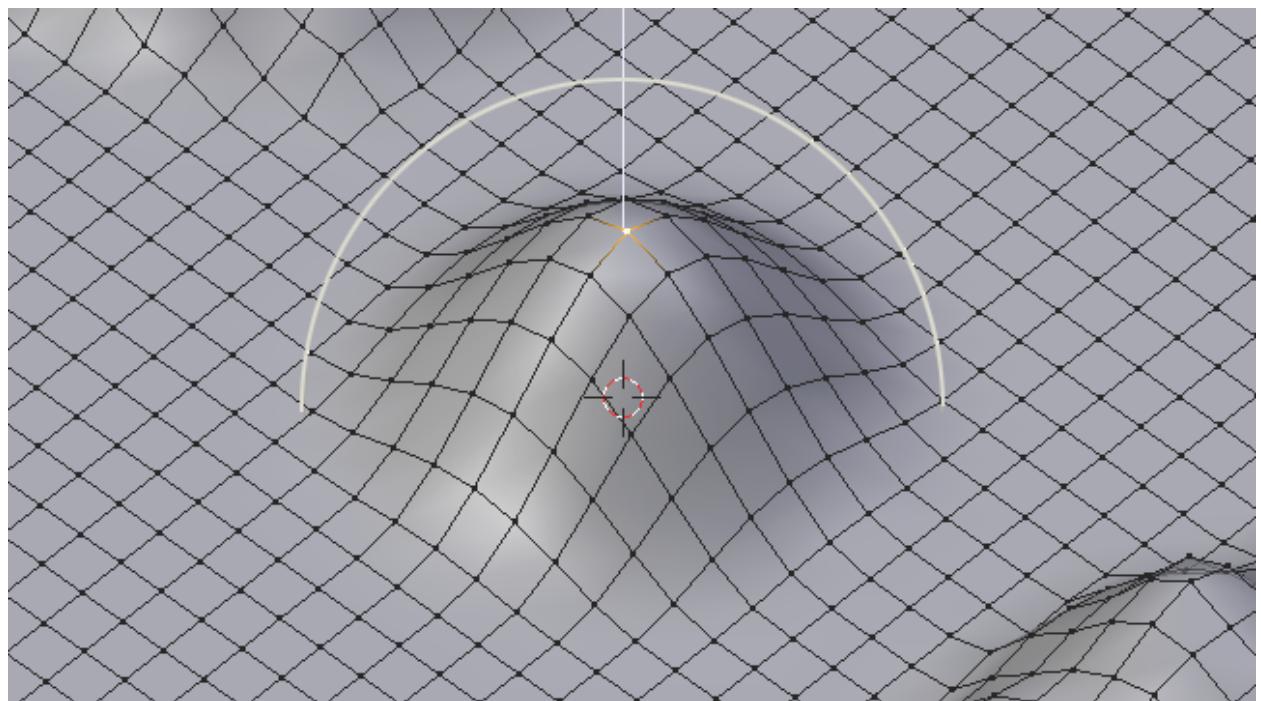


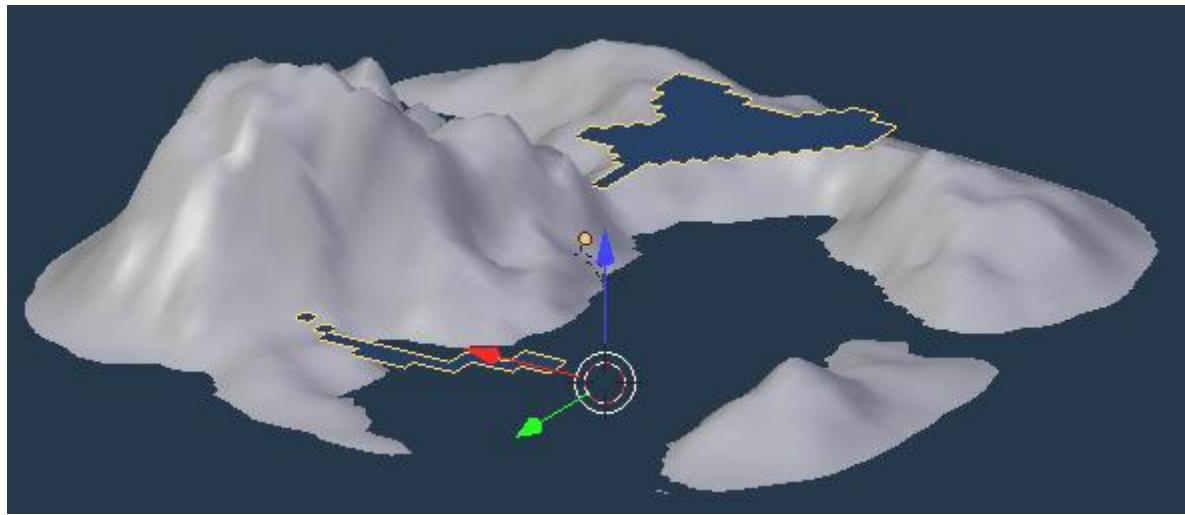
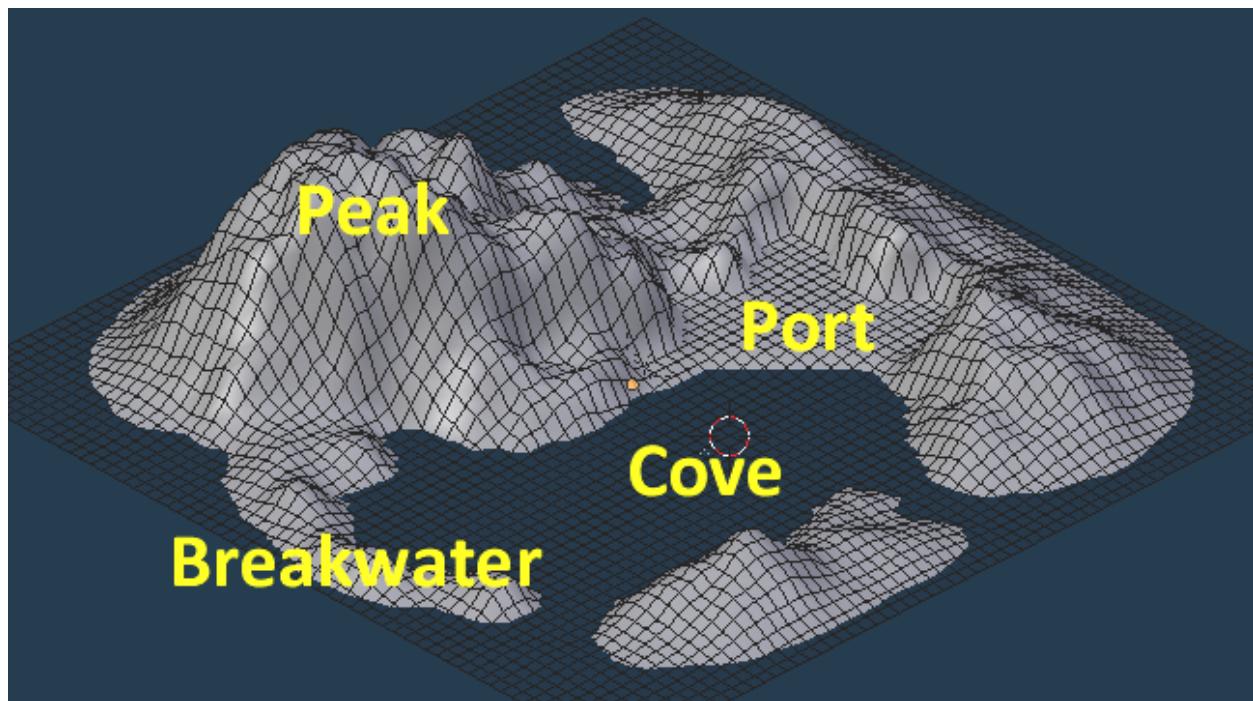


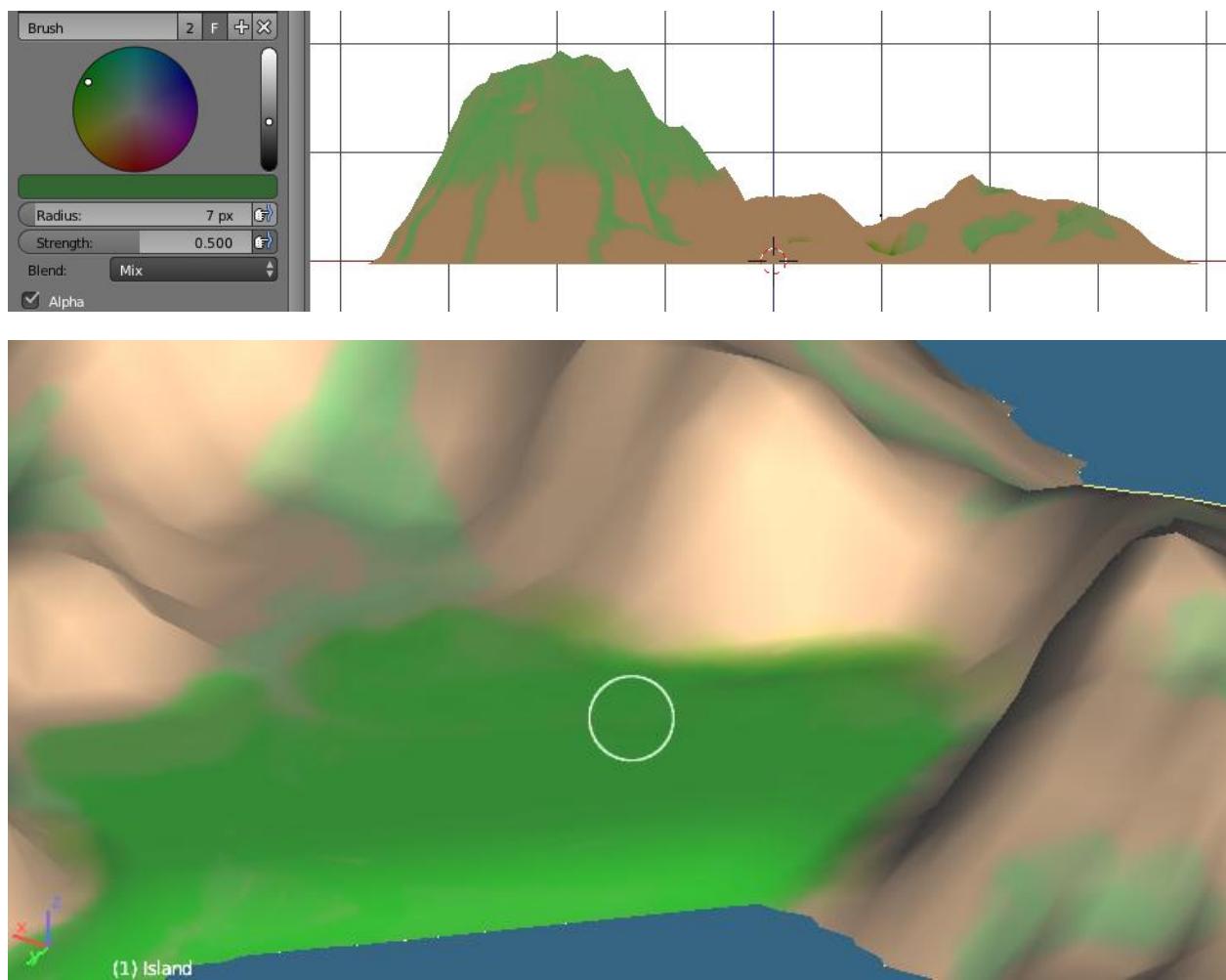
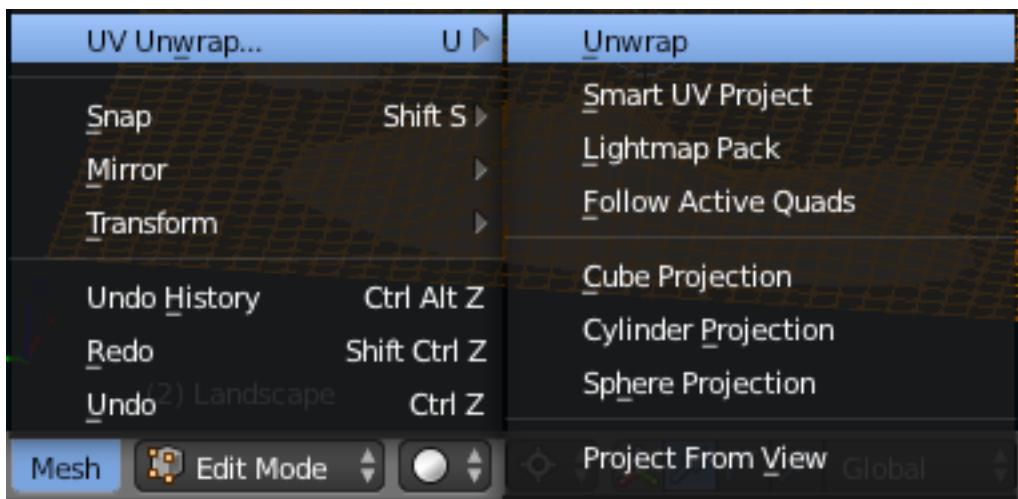


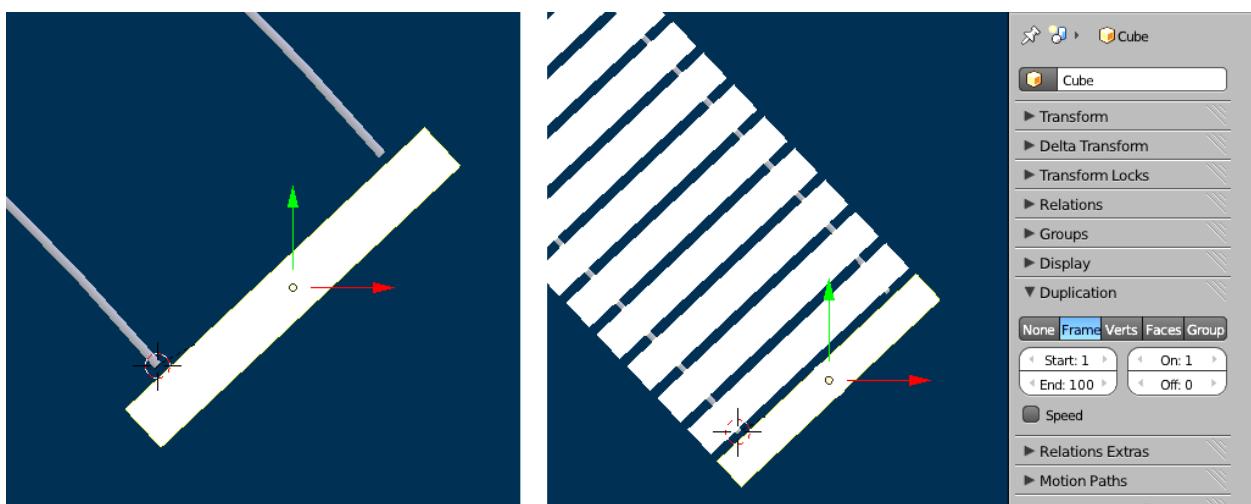
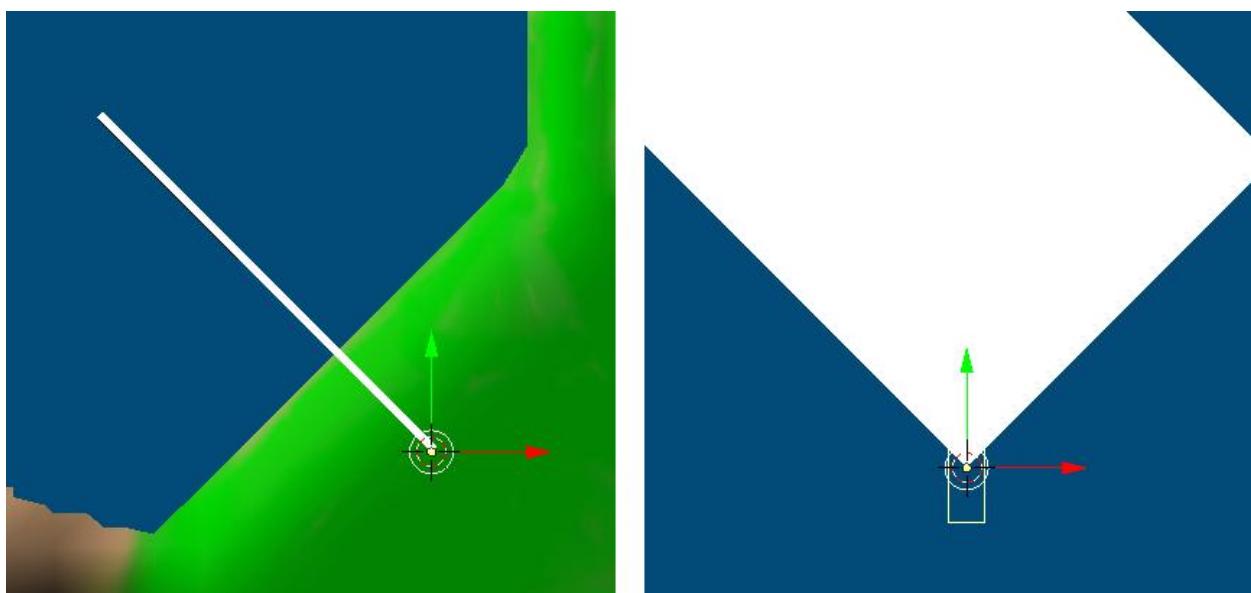
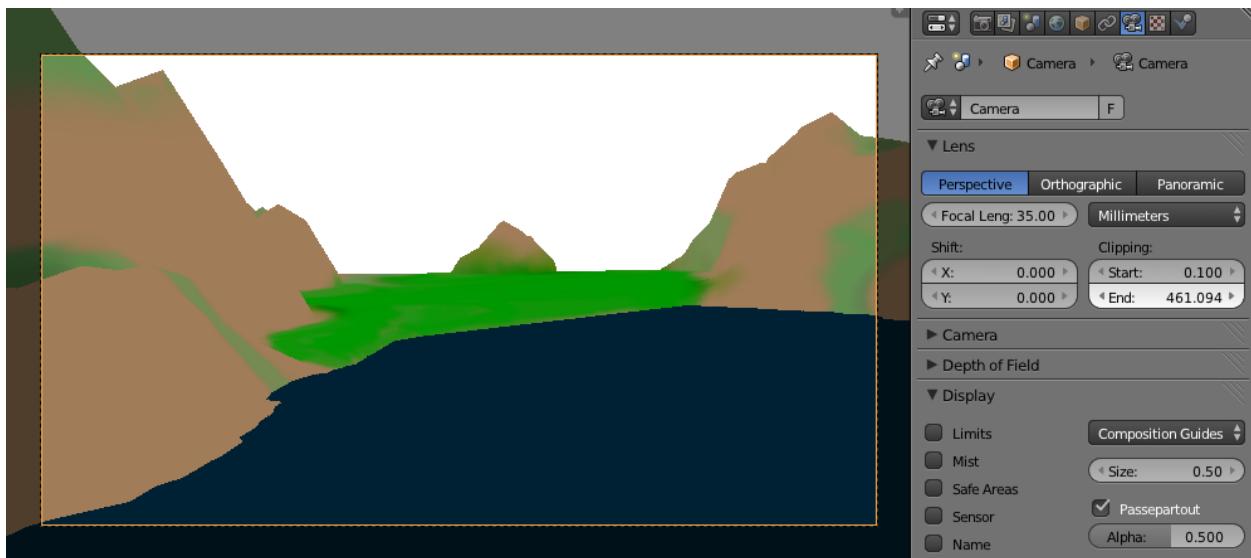


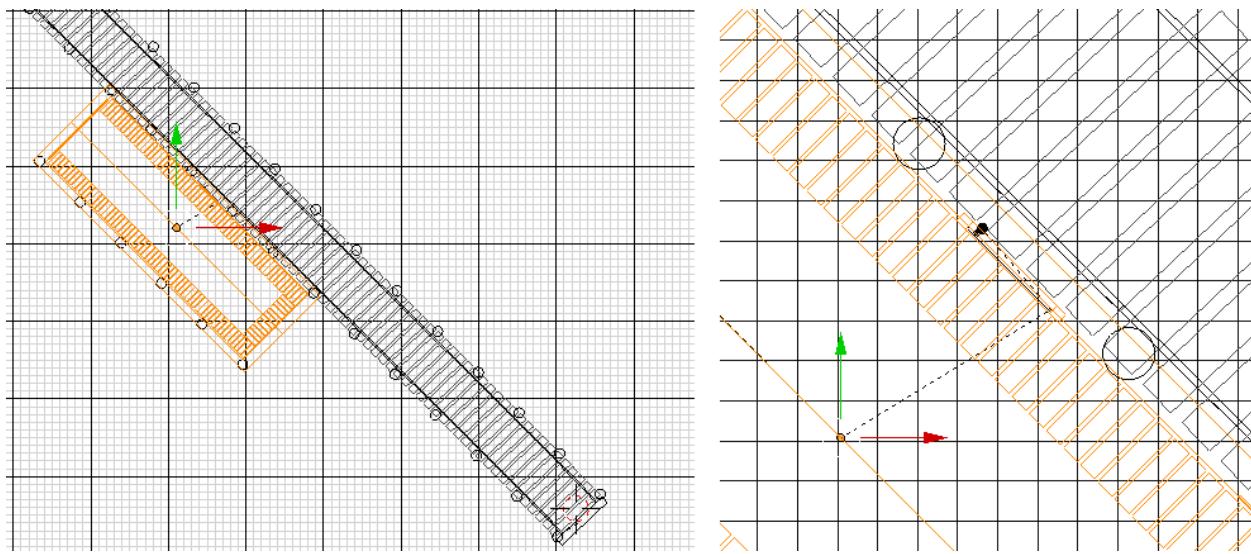
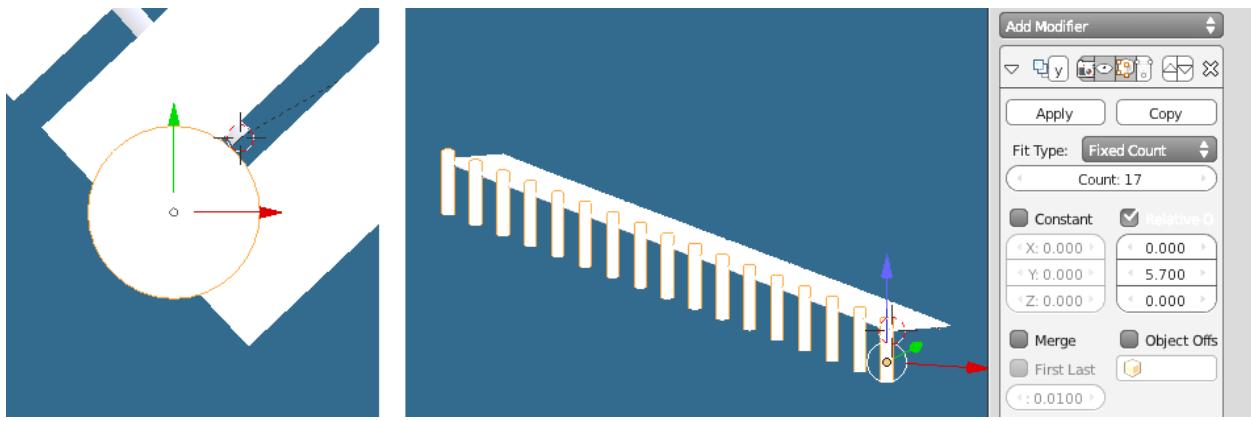




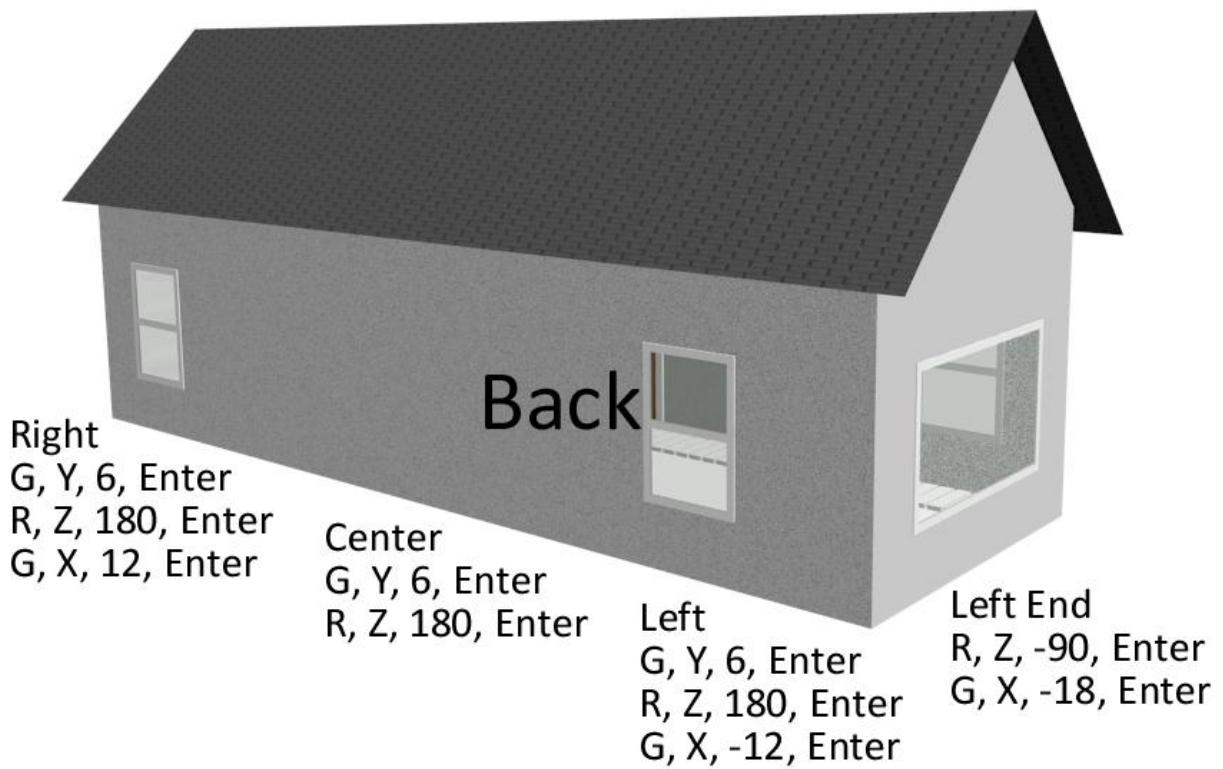
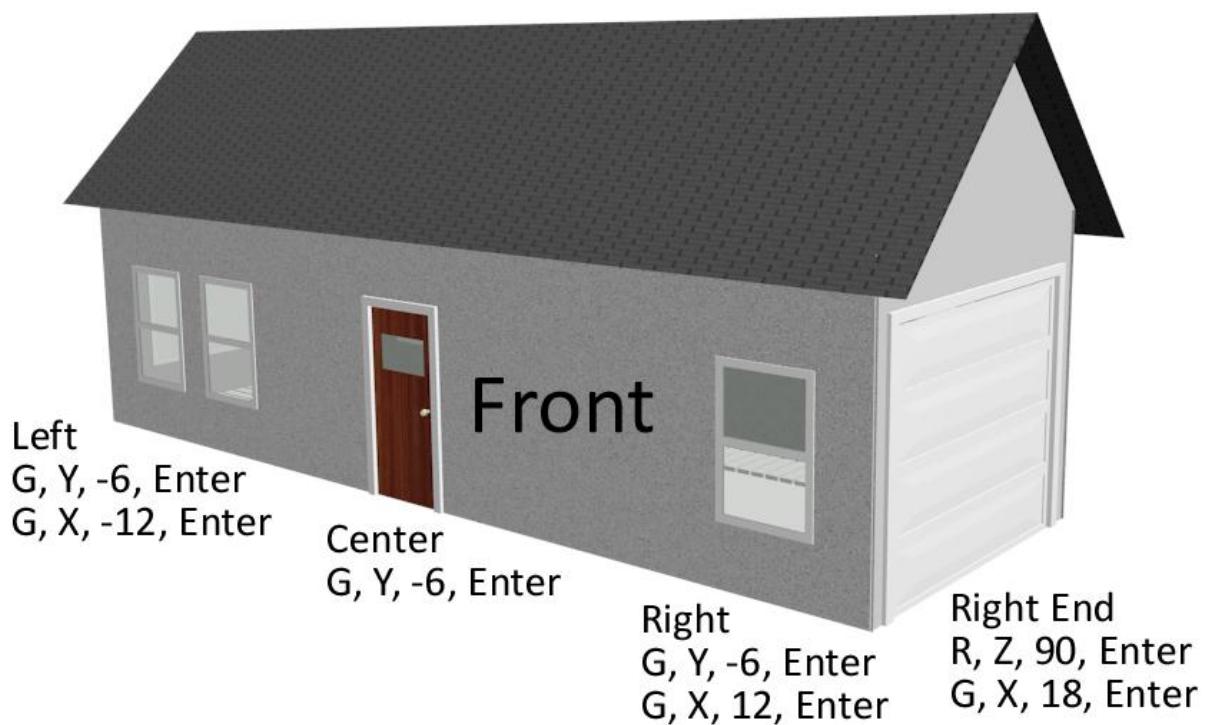


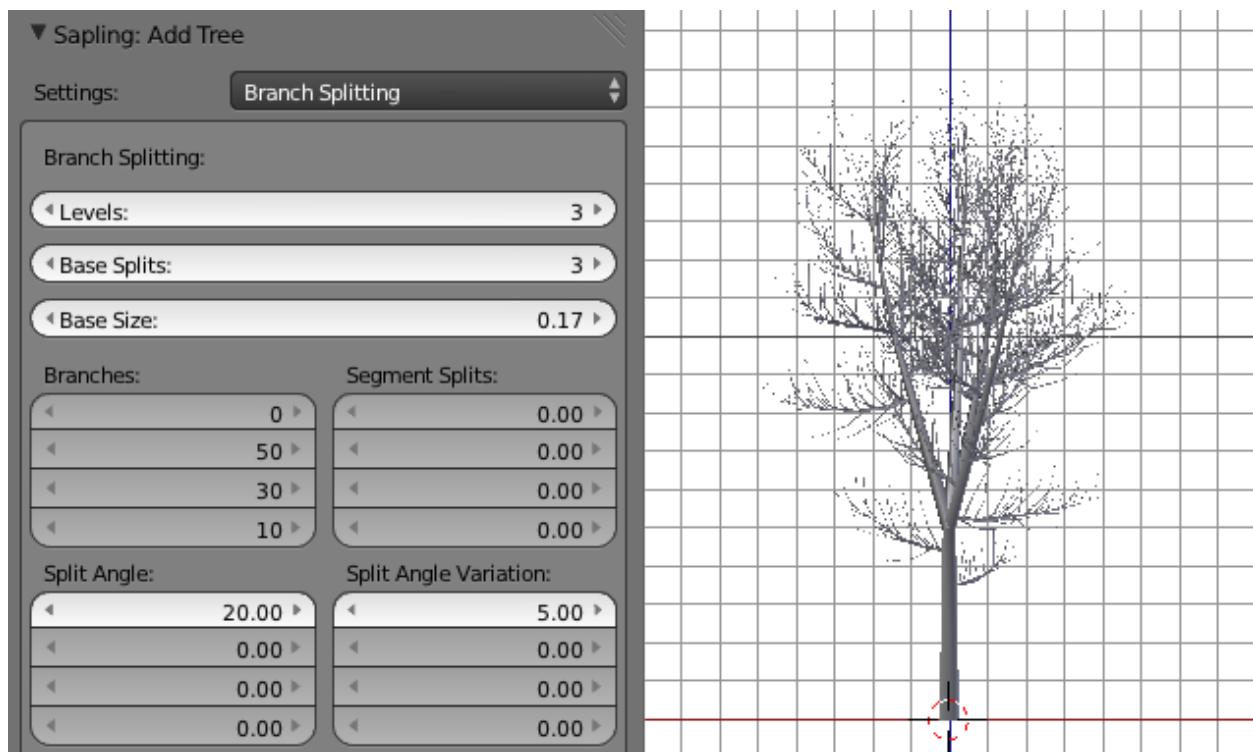
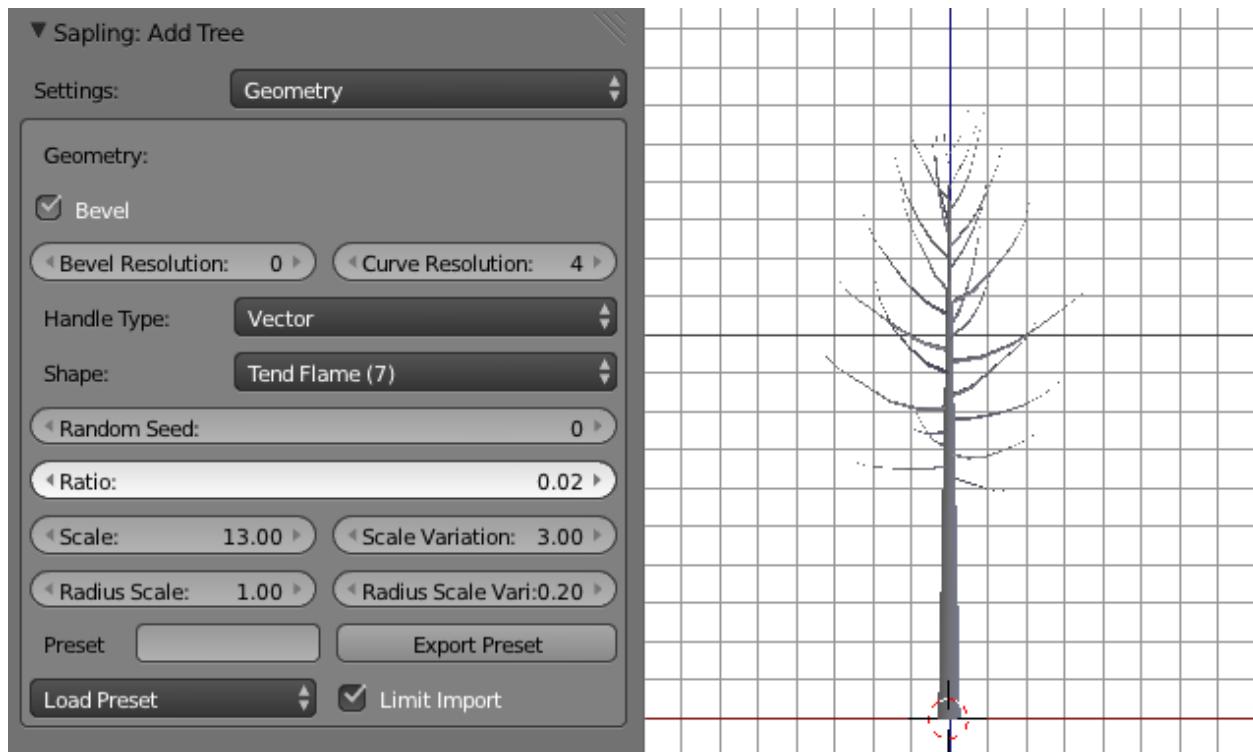


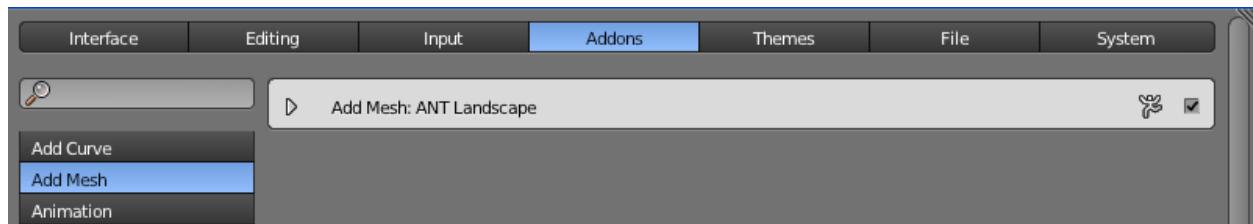
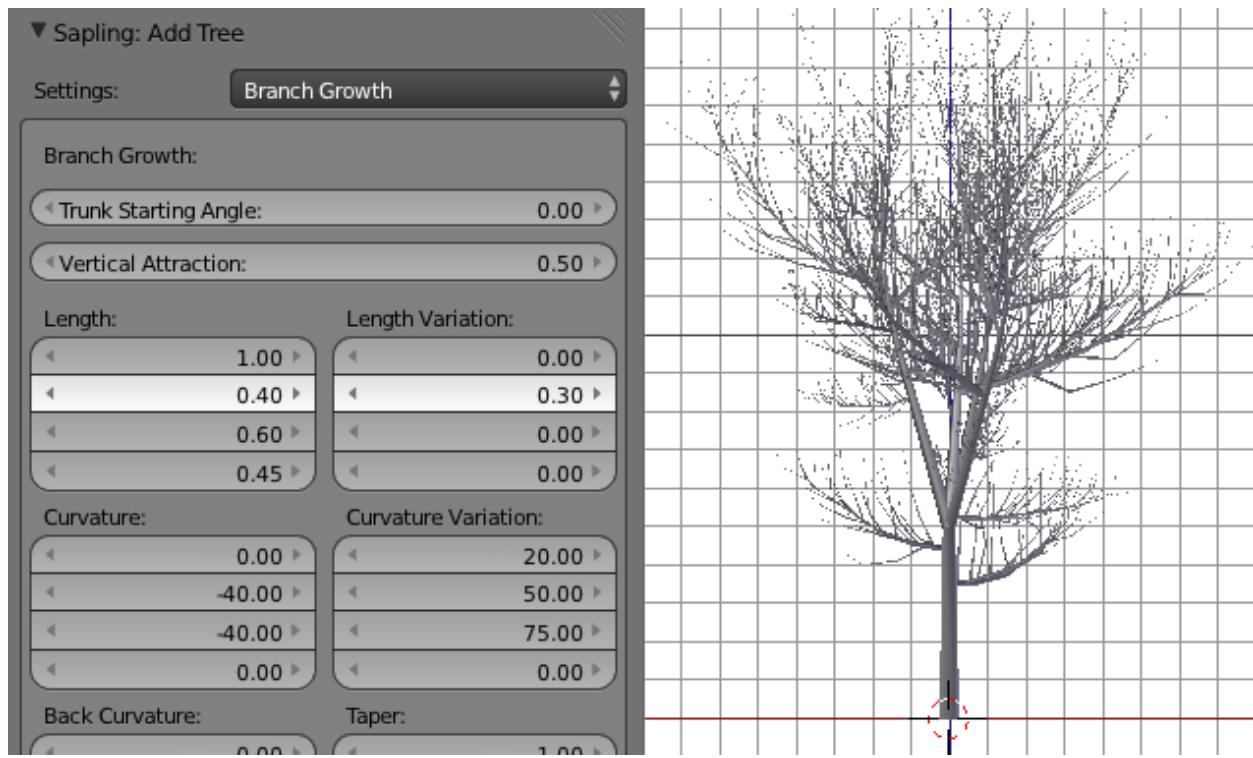


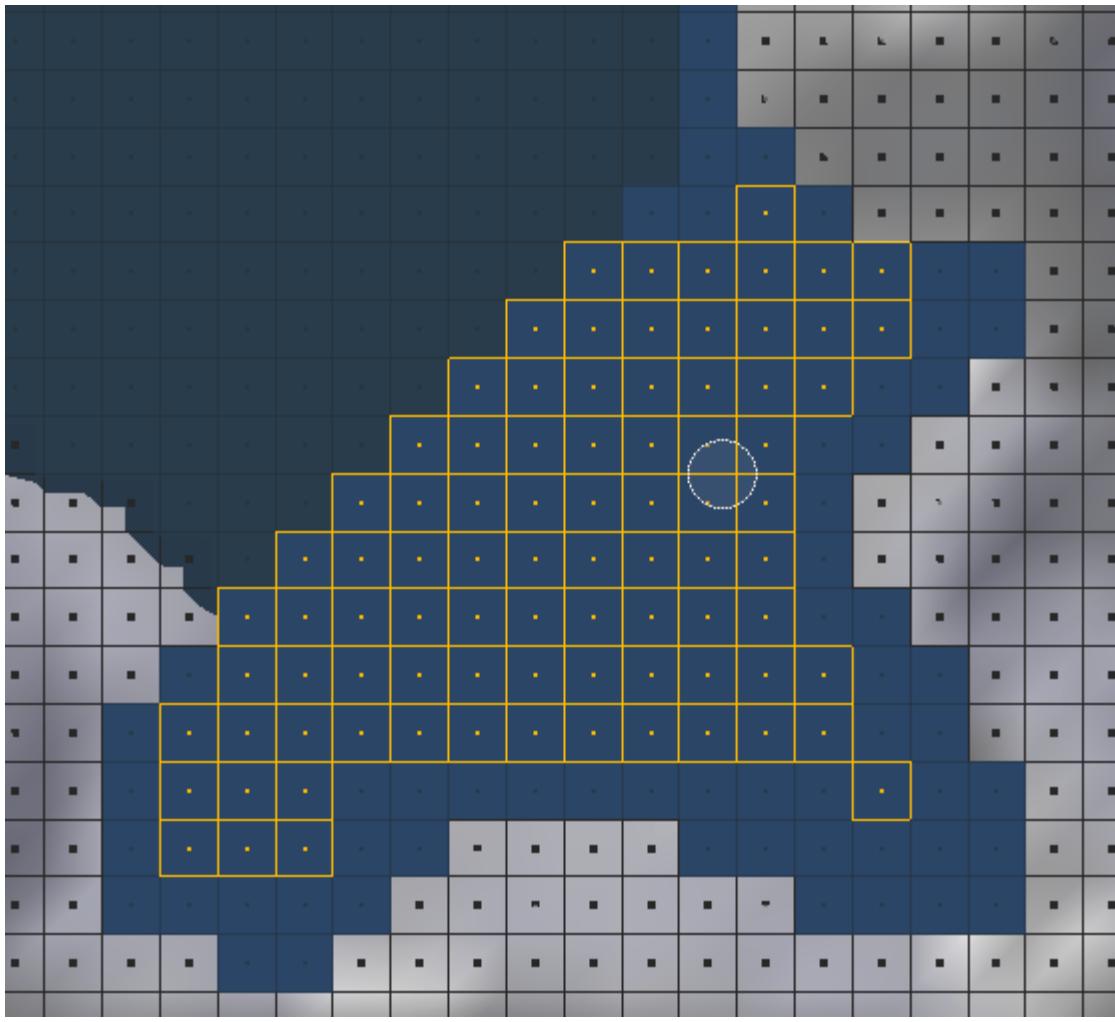


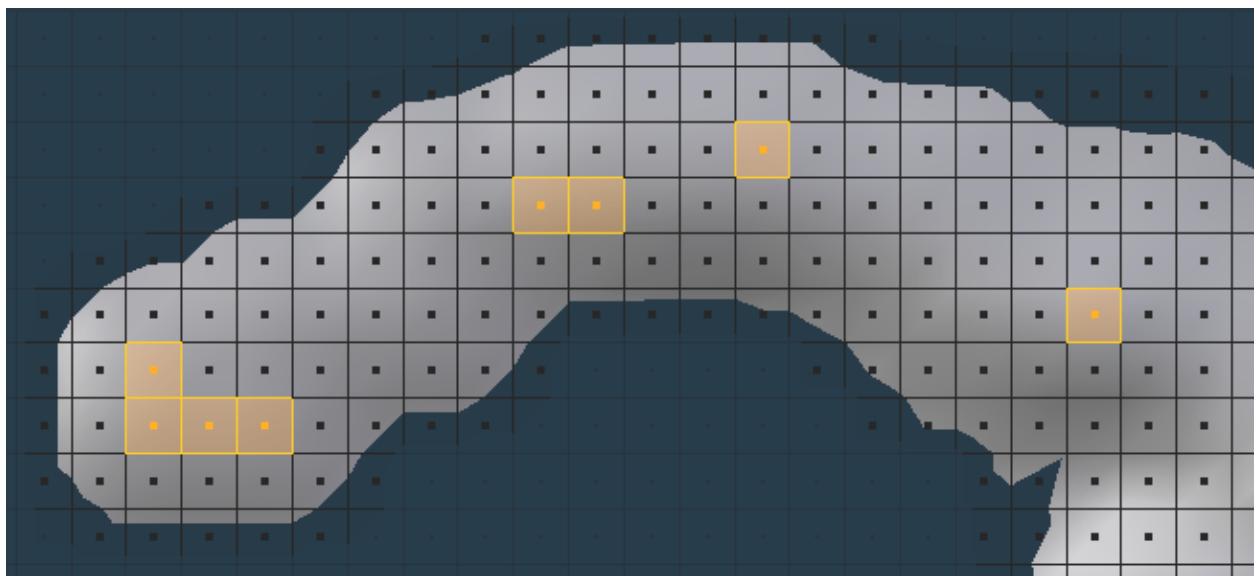
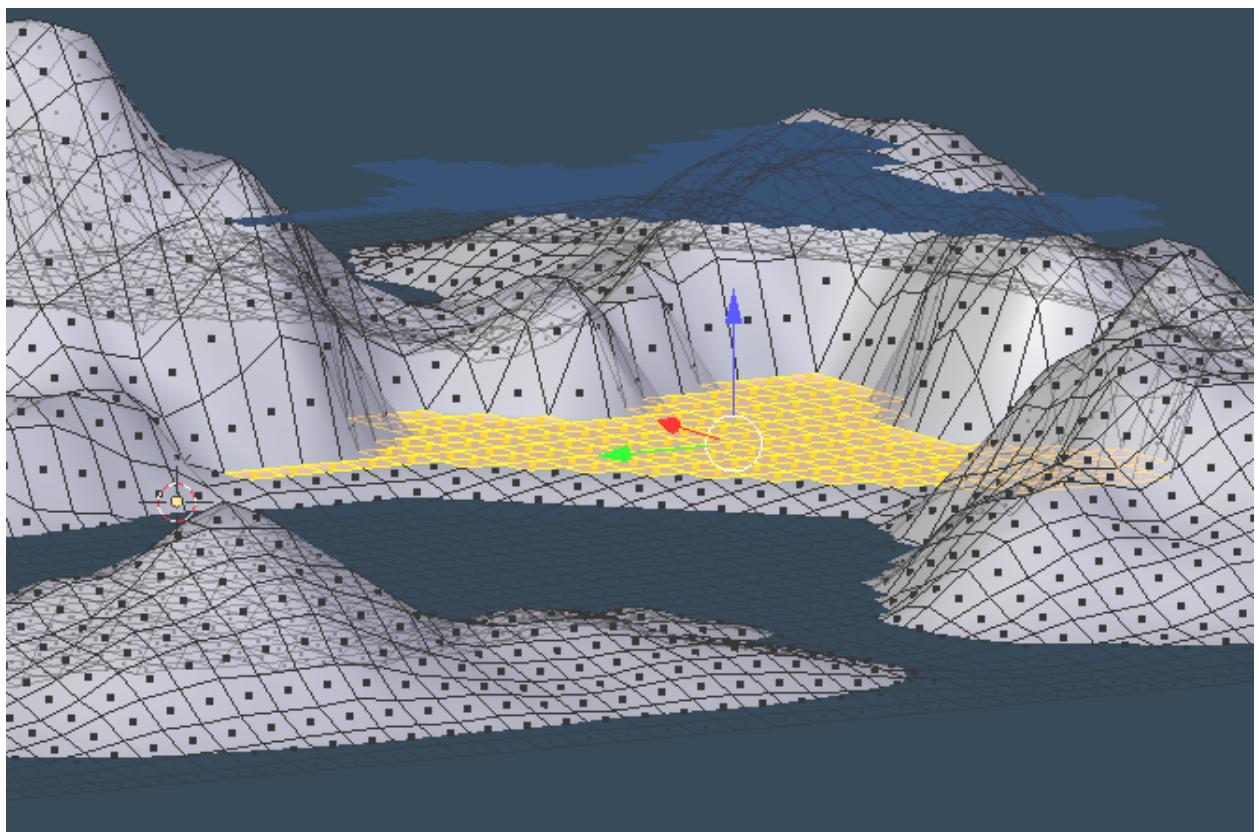


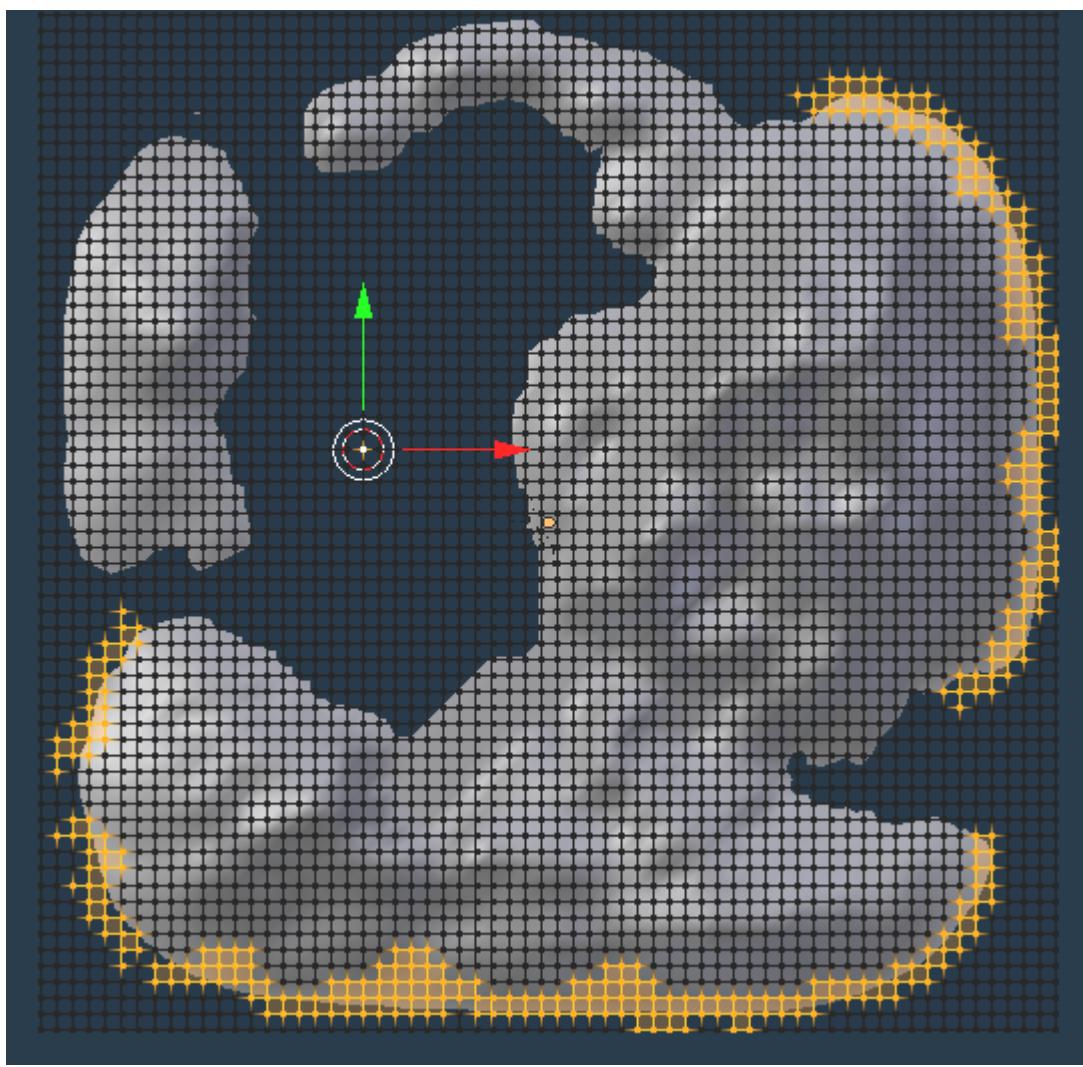
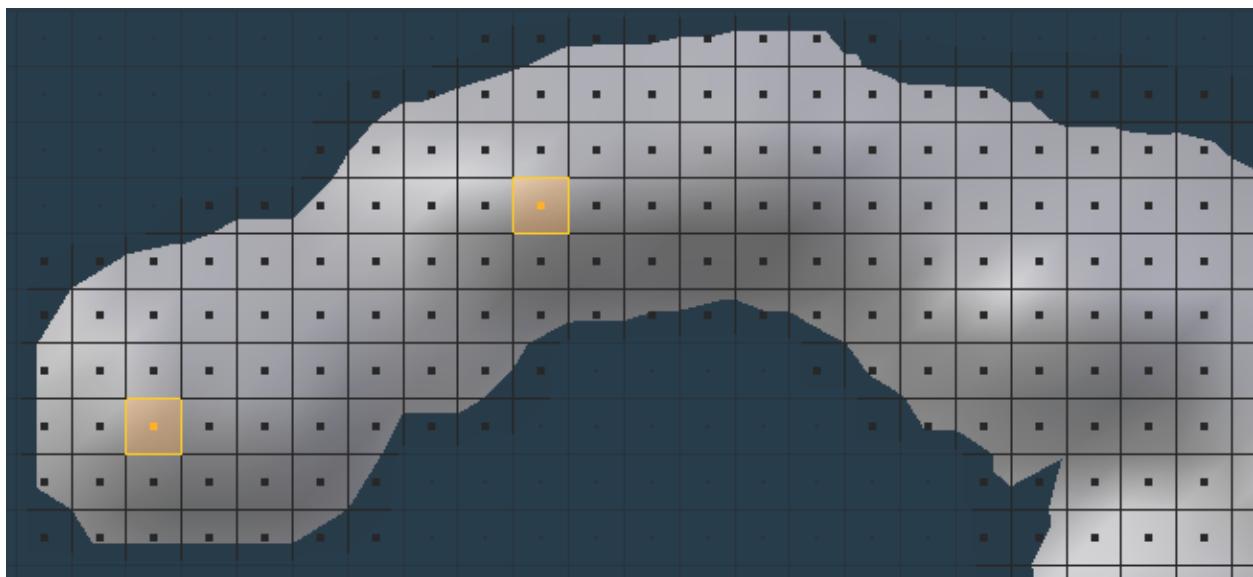


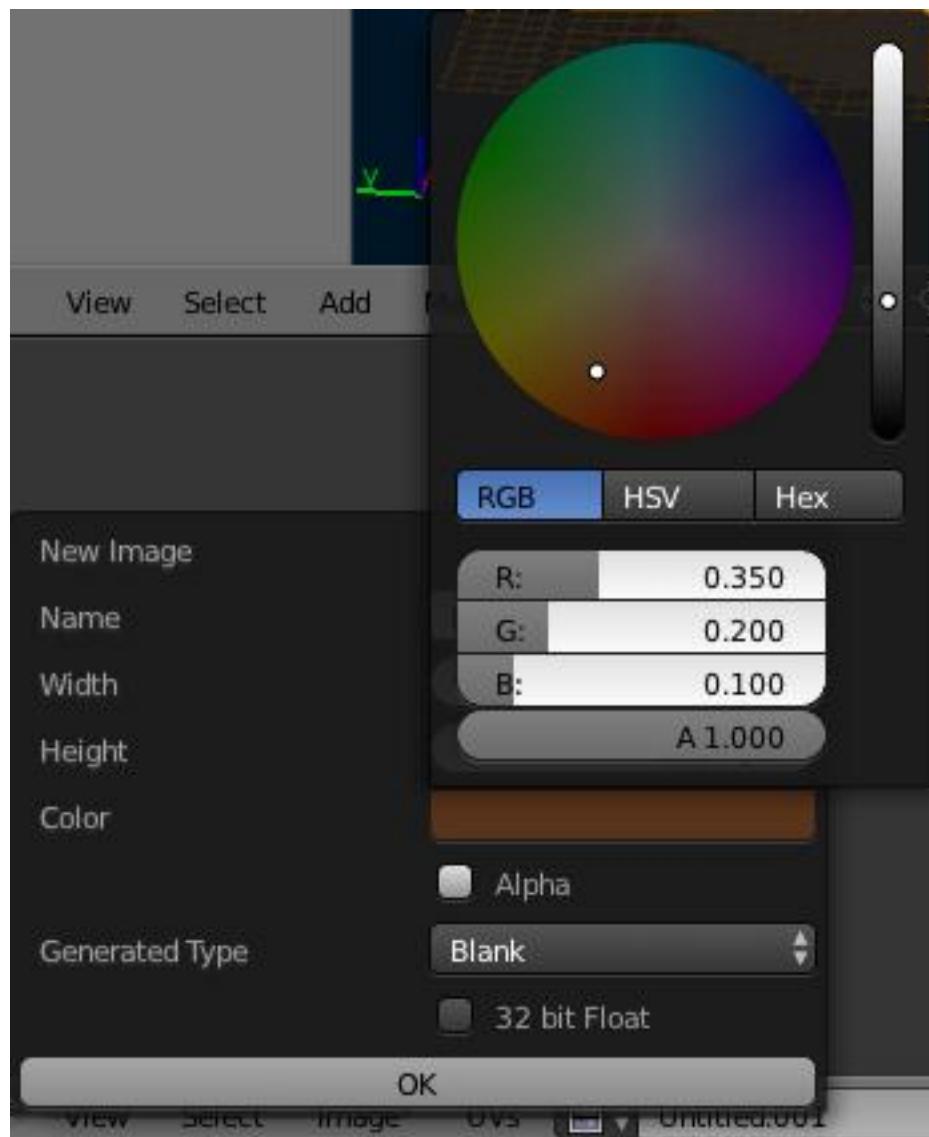


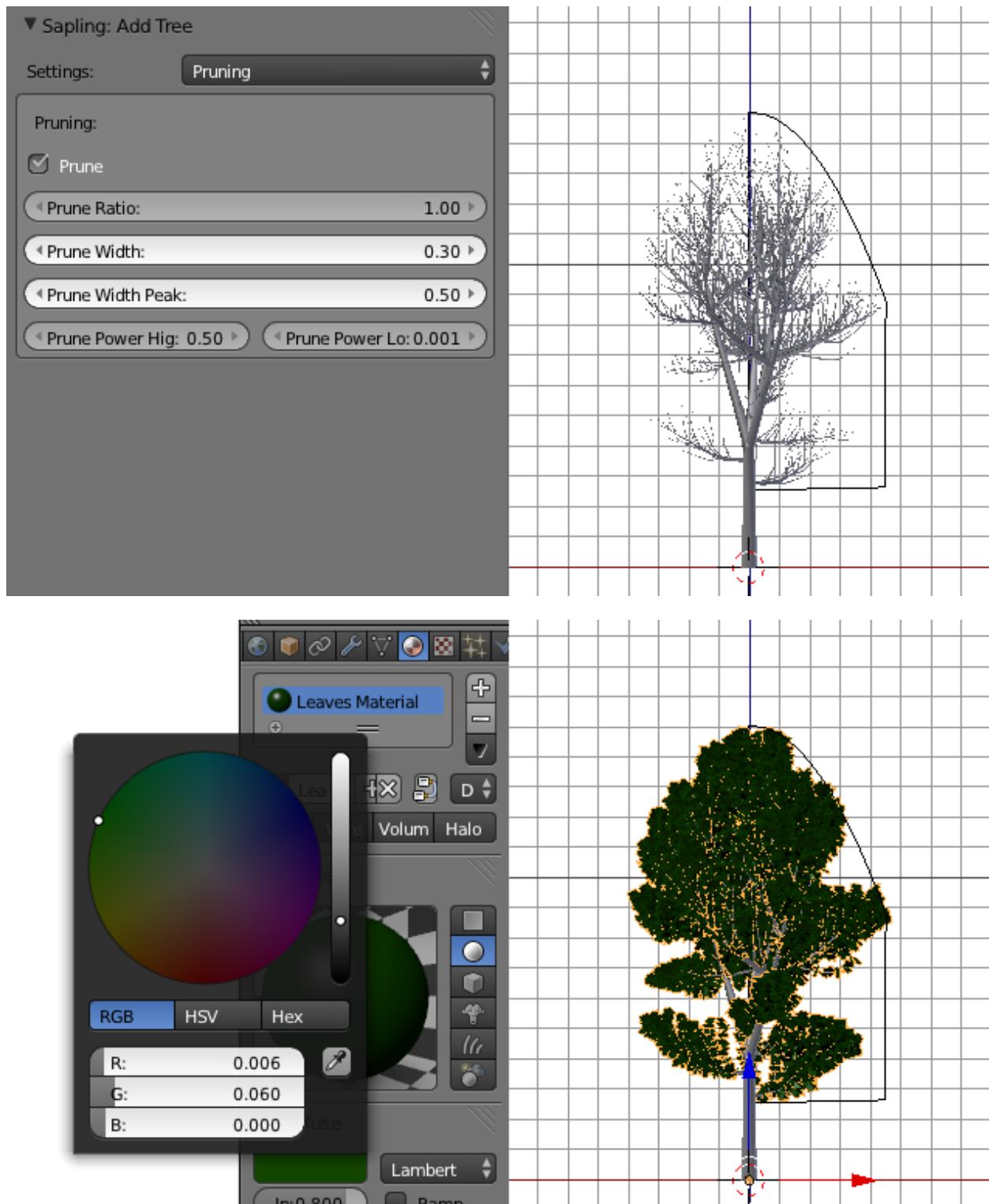






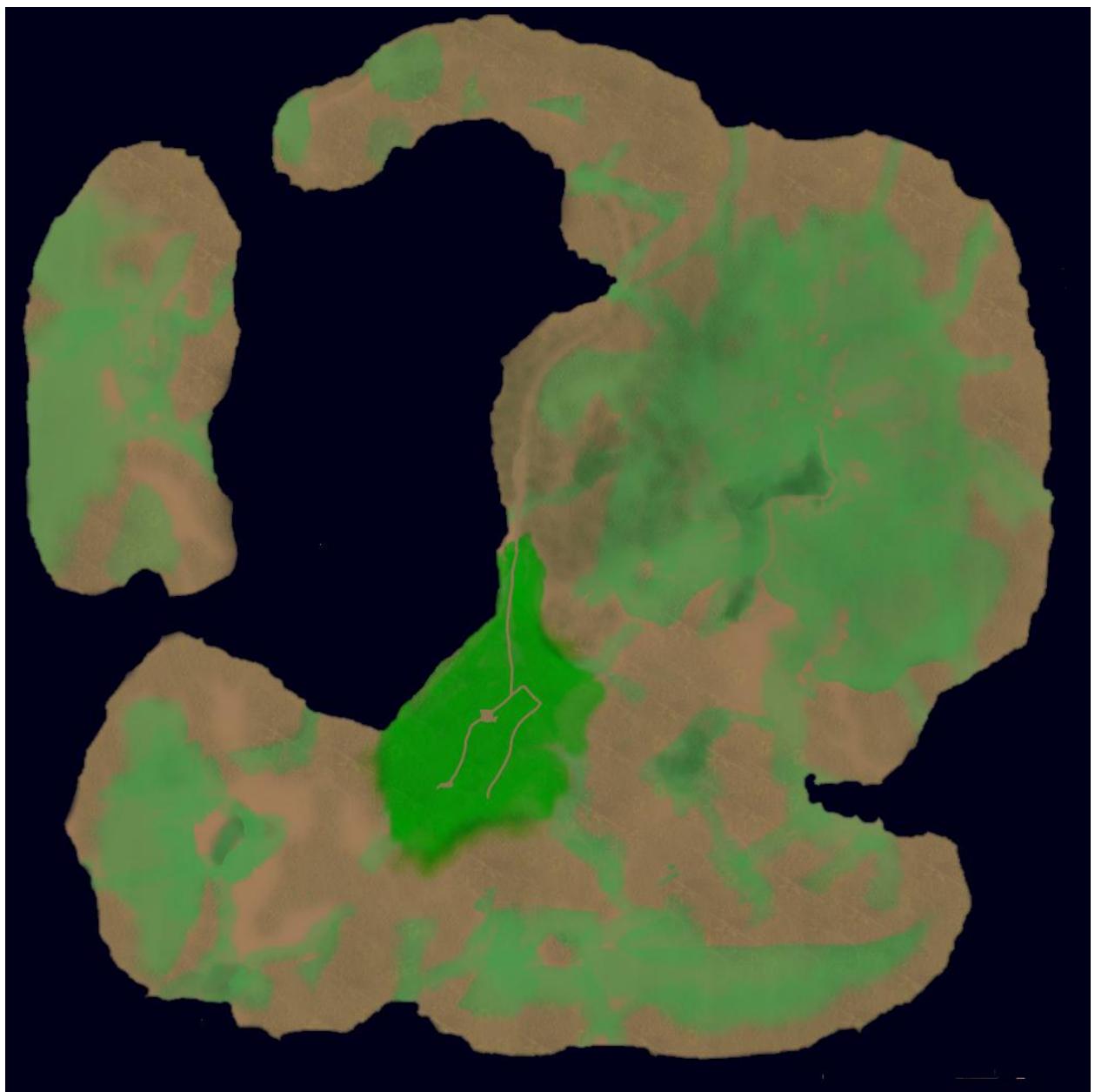


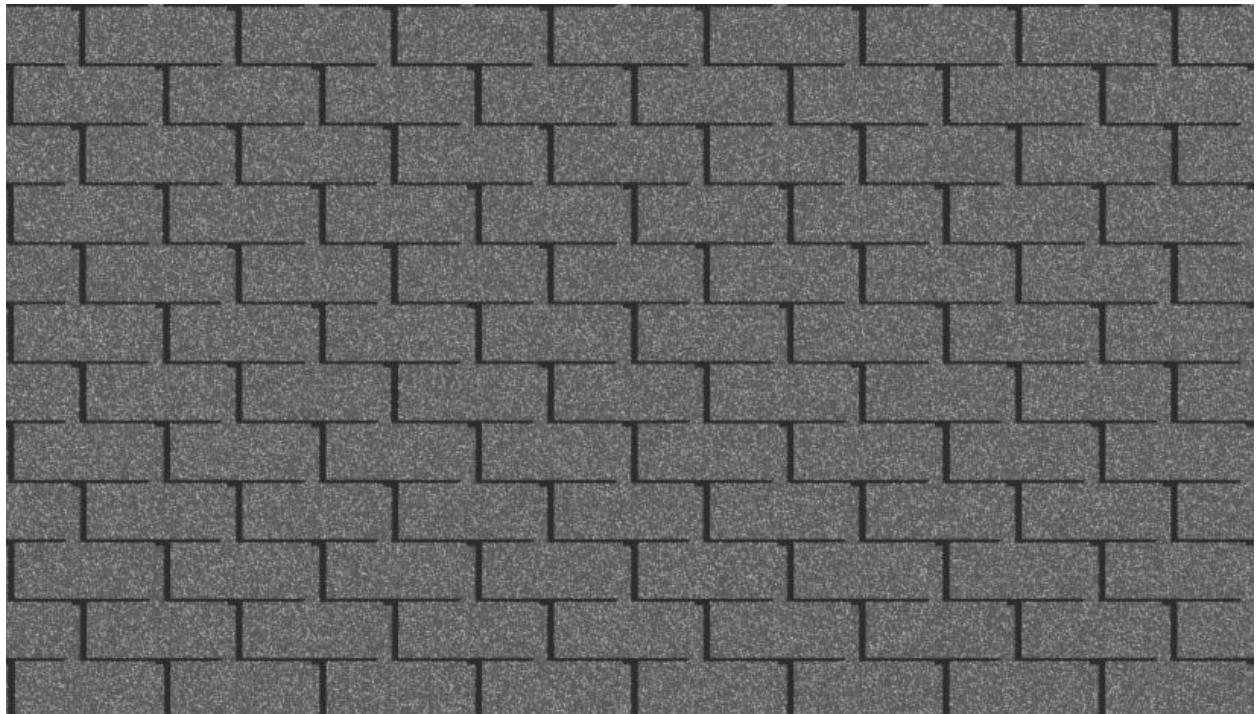




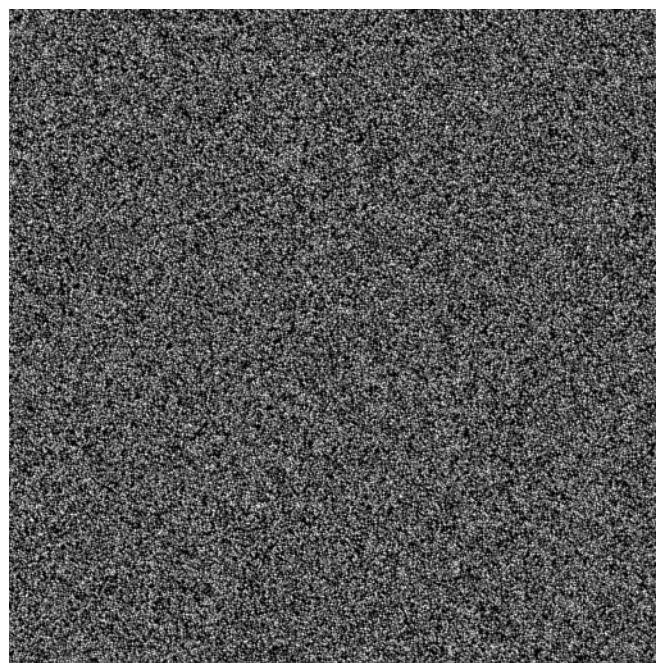
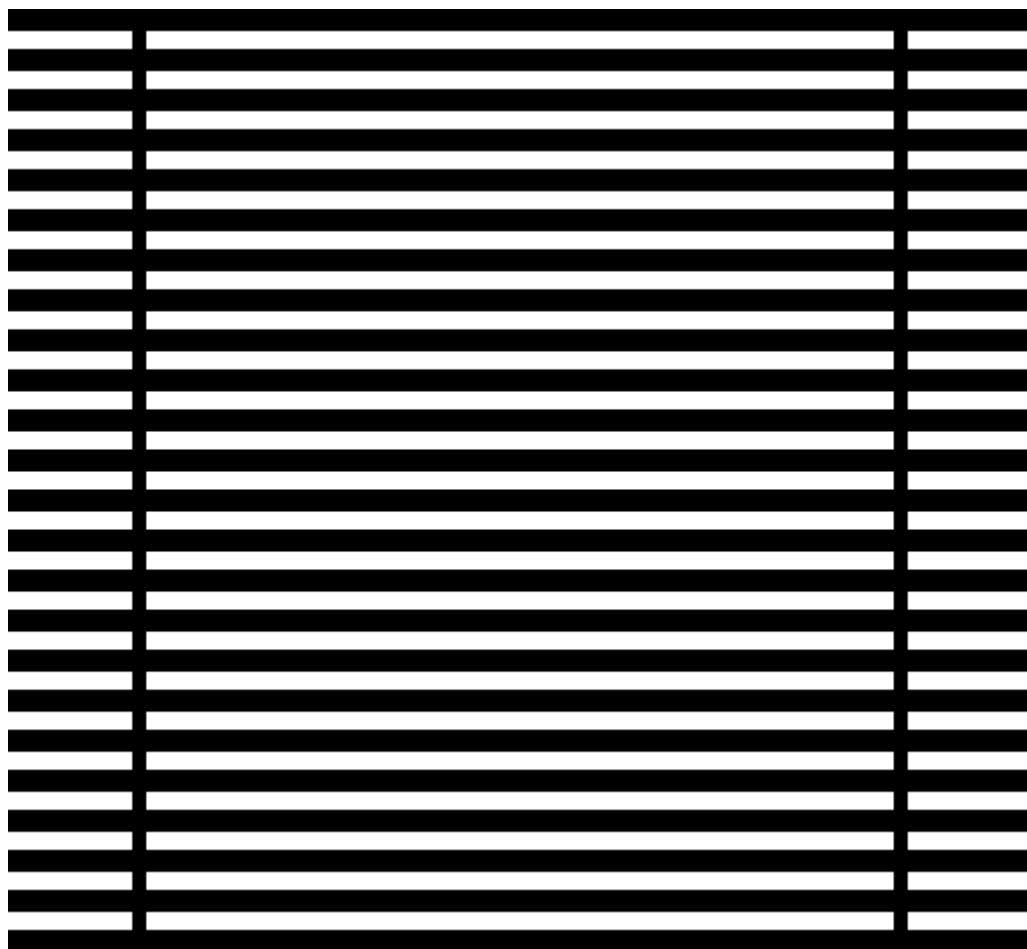


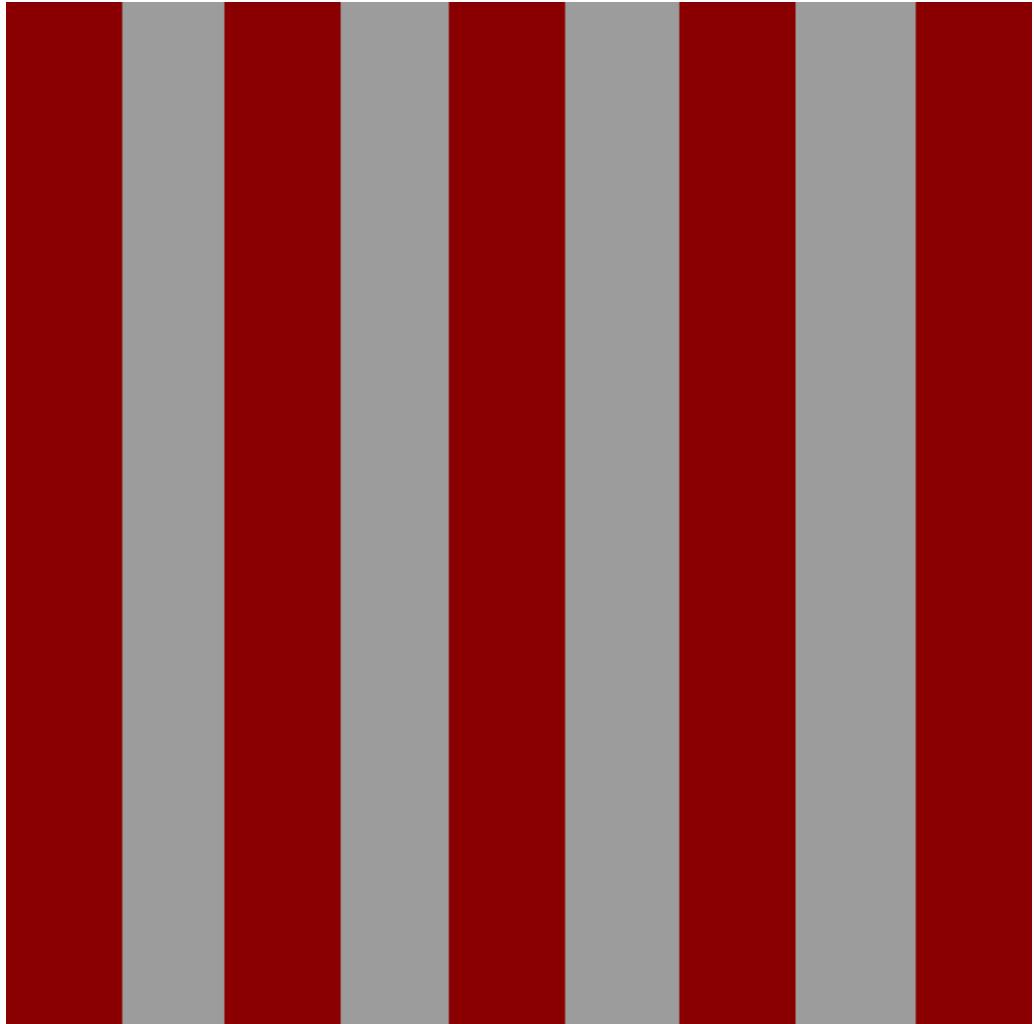
Blender Render v2.70 | Verts:18806 Faces:10500

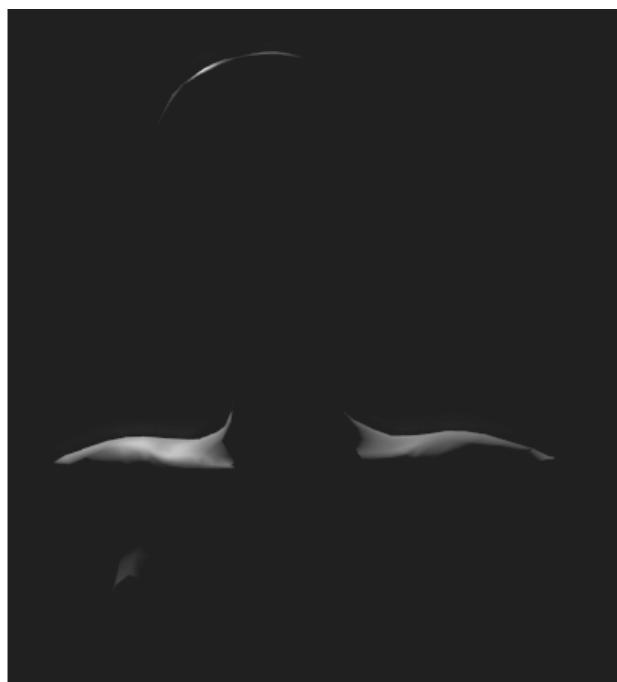
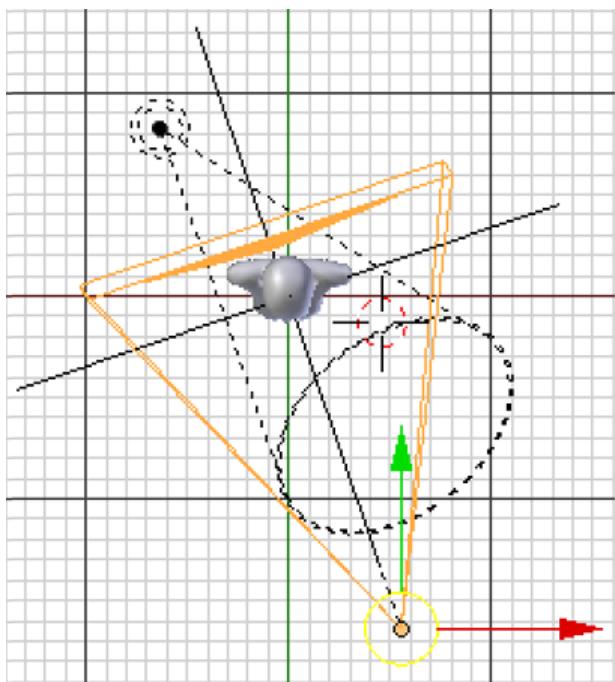
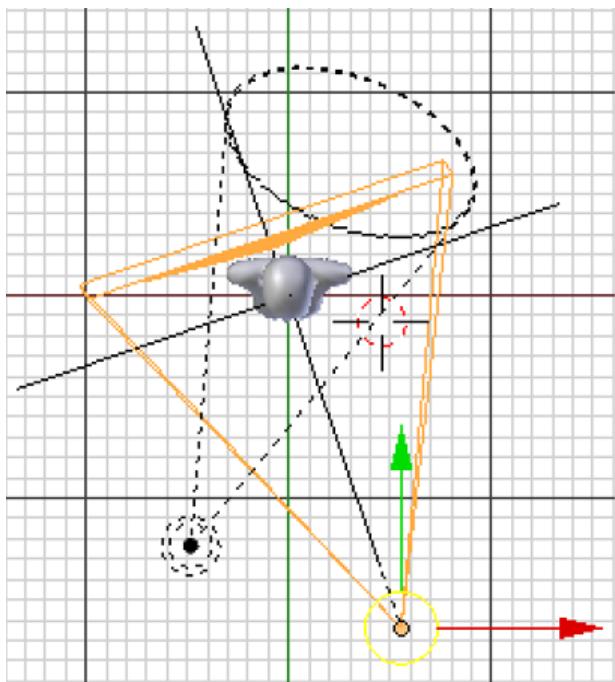


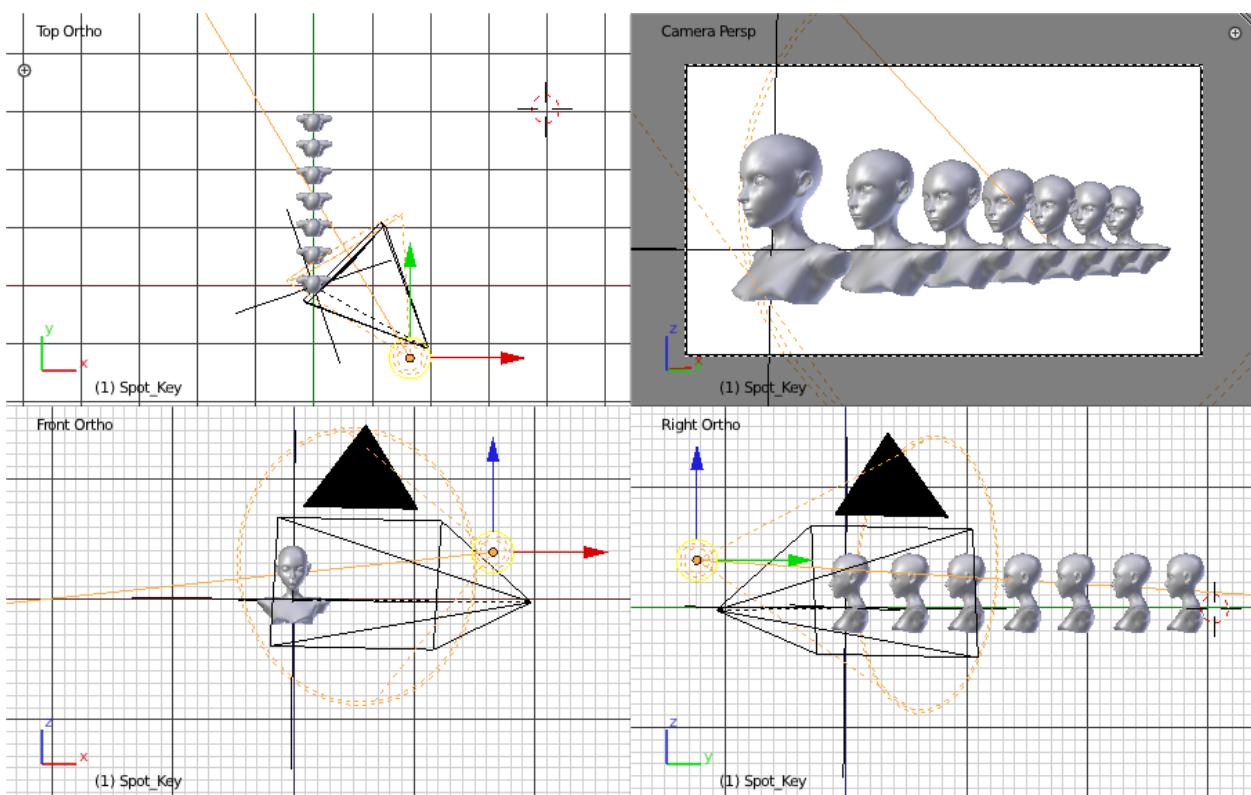
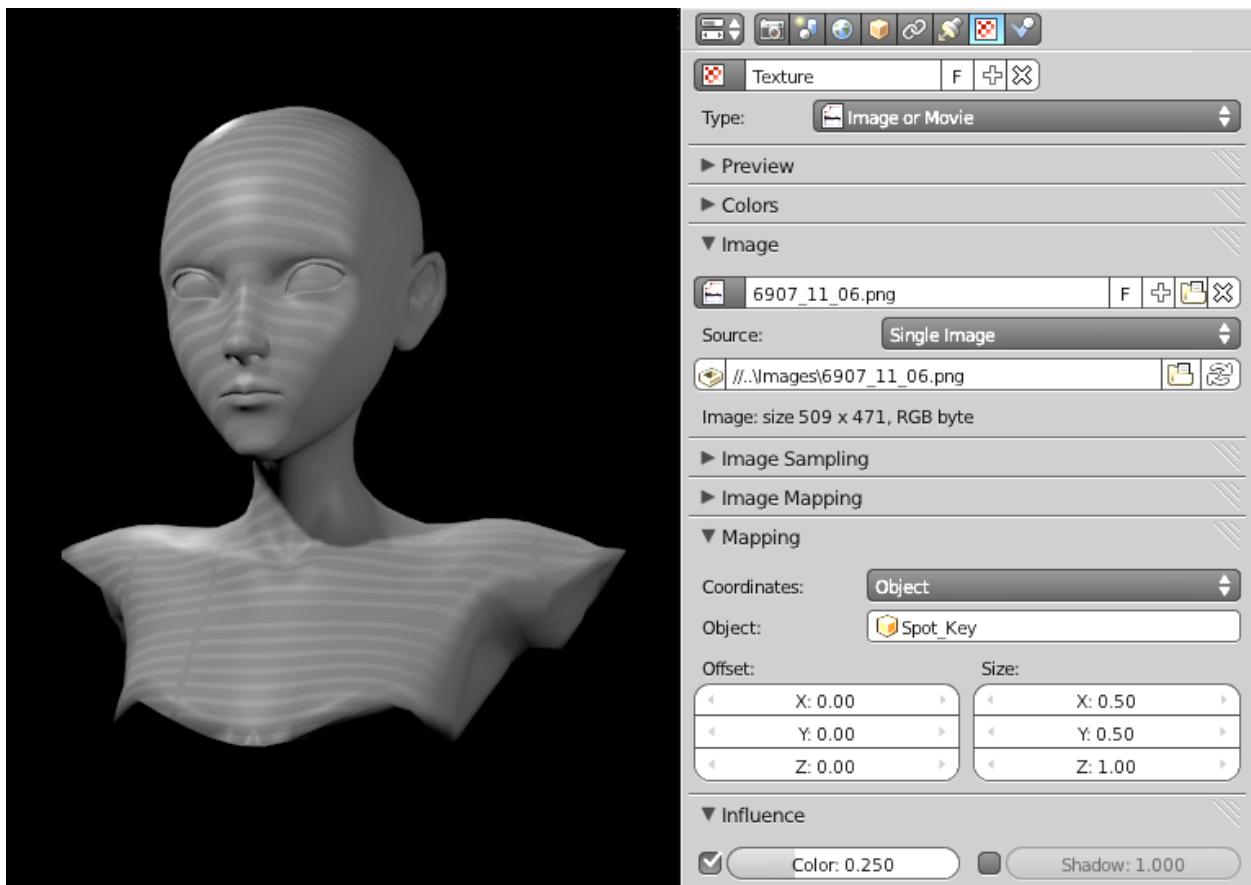


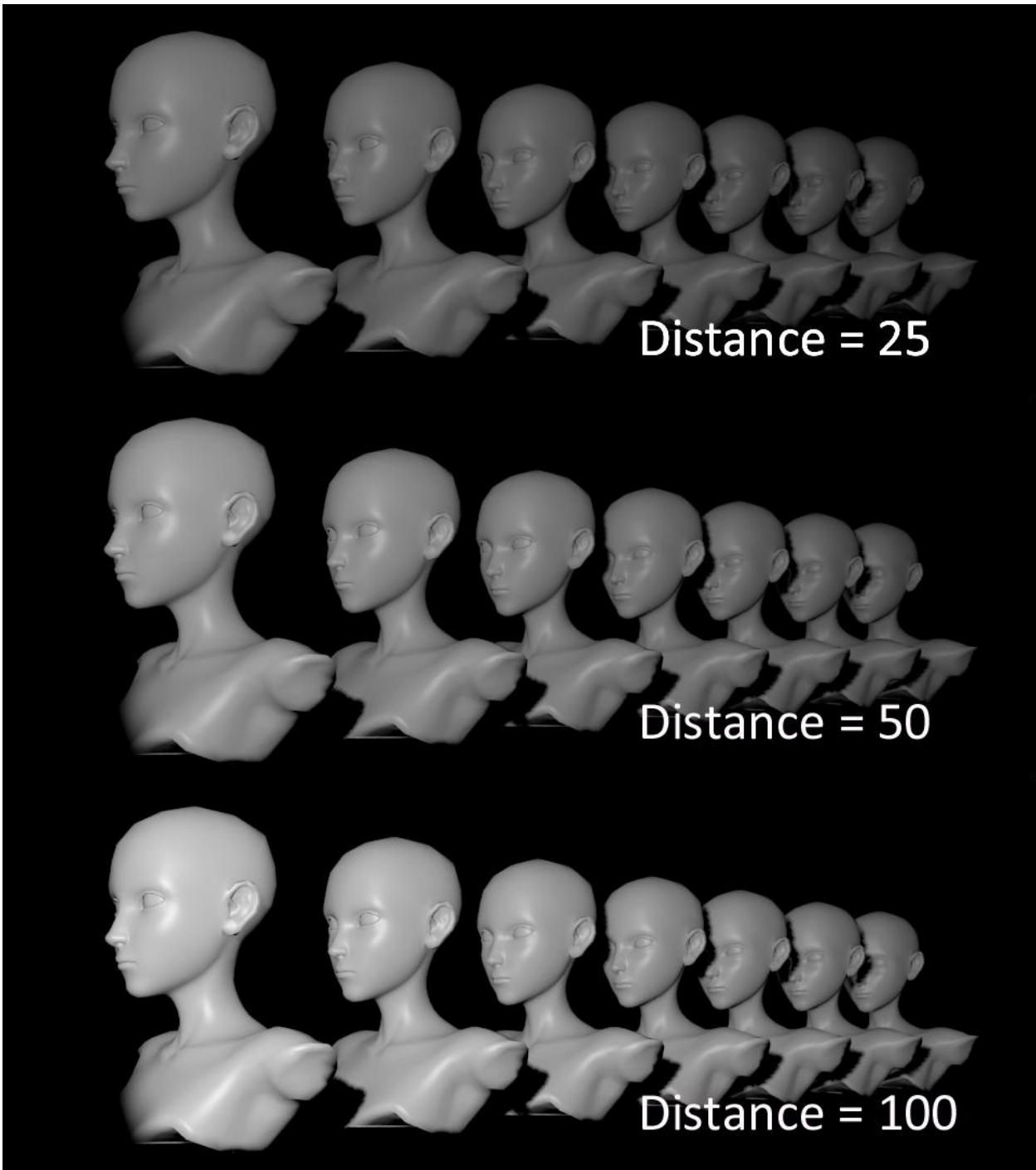


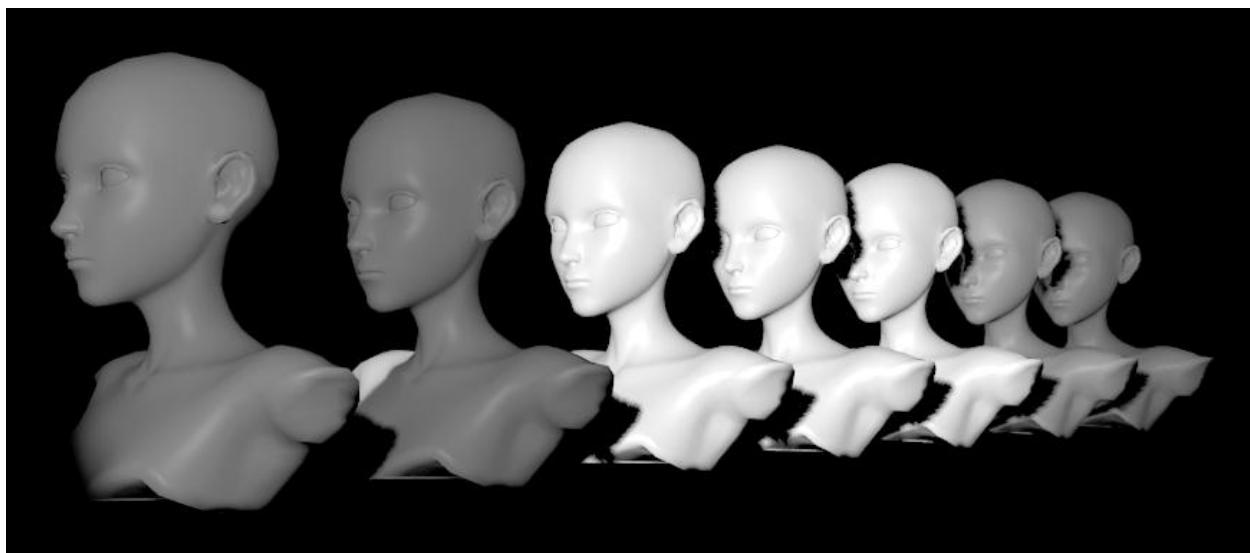
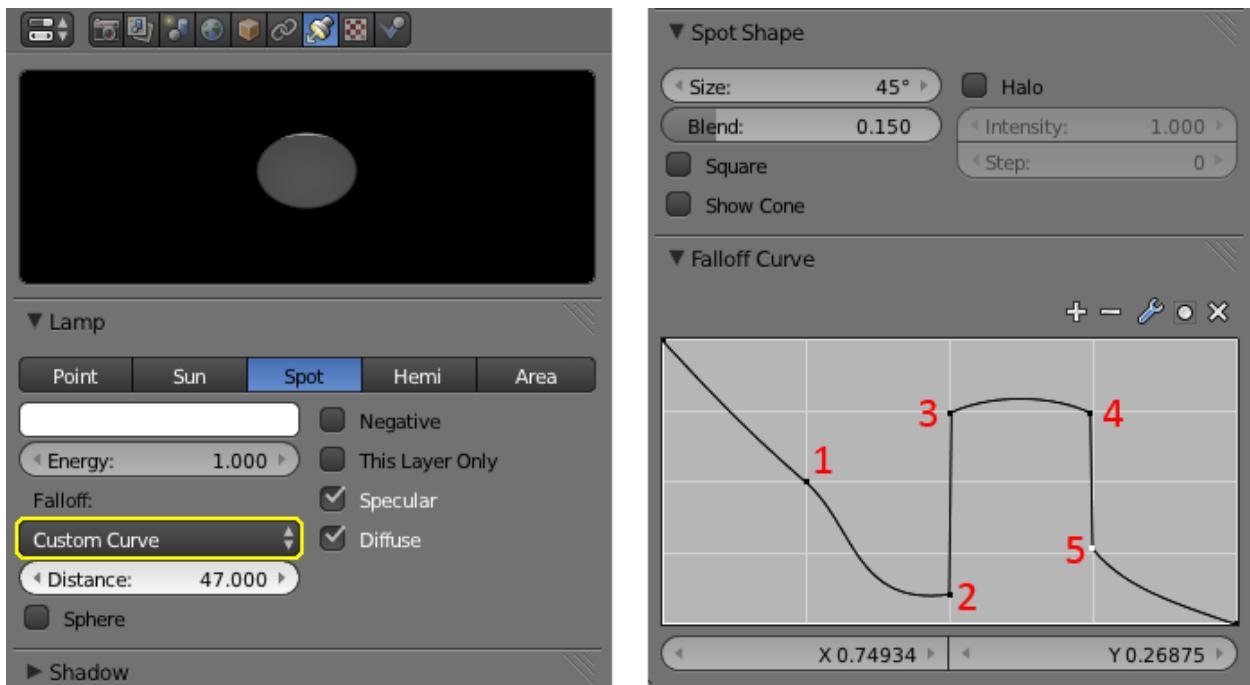


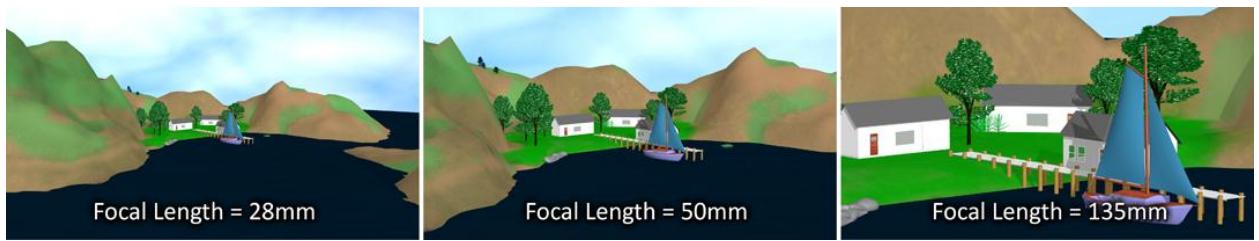
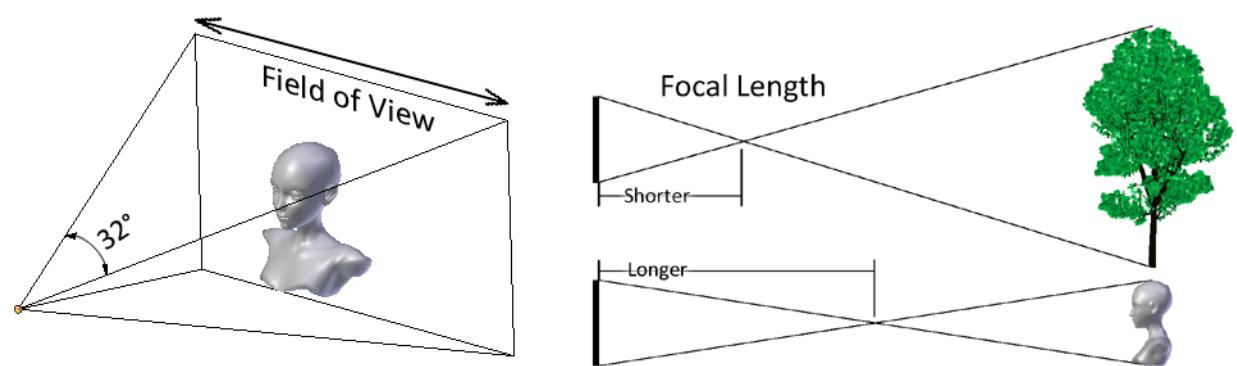


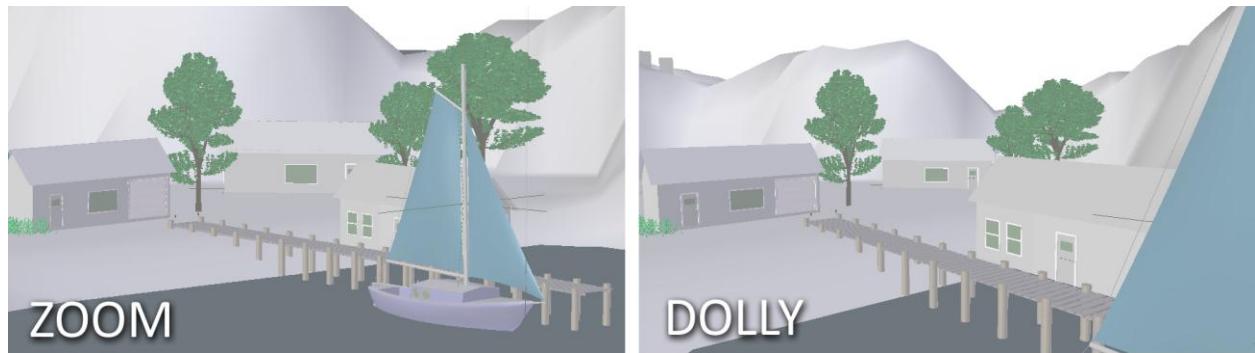














Render Layers

- Image
- Alpha
- Z

Scene 2 X

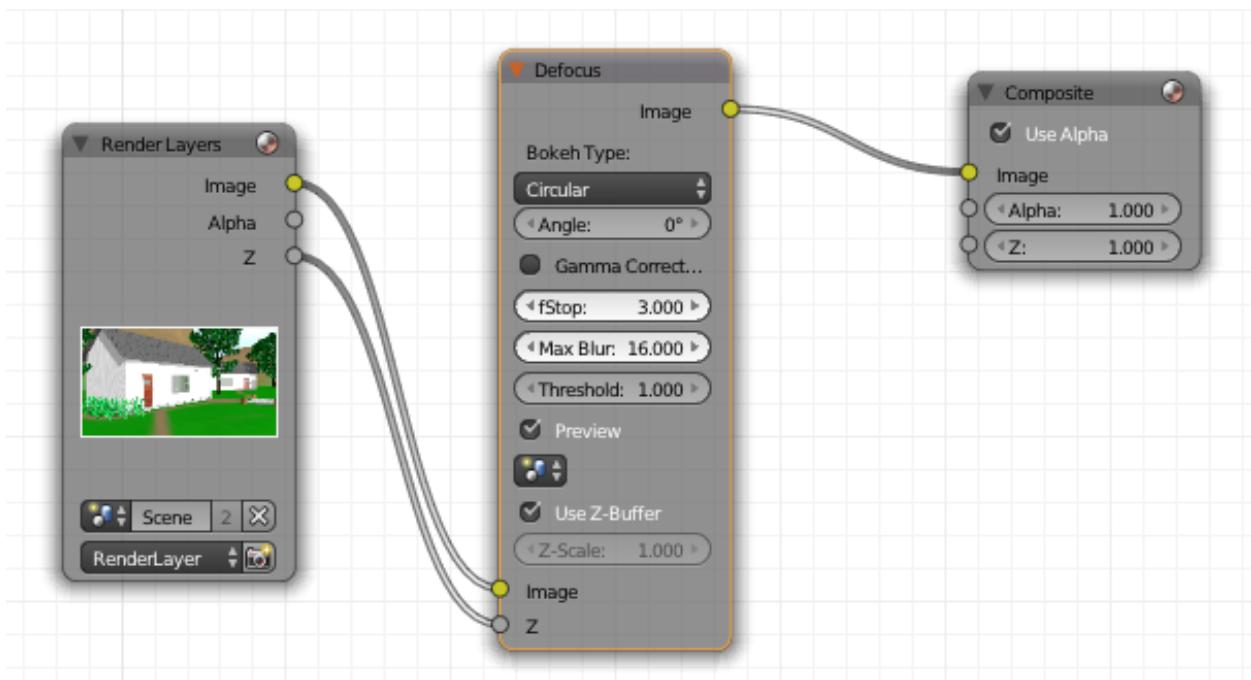
RenderLayer

Composite

- Use Alpha
- Image
- Alpha: 1.000
- Z: 1.000

View Select Add Node Use Nodes Free Unused Backdrop Auto Render

The image shows the Blender Render Properties panel. It contains two main sections: 'Render Layers' and 'Composite'. In the 'Render Layers' section, there are three output paths: 'Image', 'Alpha', and 'Z'. Below these is a preview image of the scene. At the bottom are buttons for 'Scene' (set to 2) and 'RenderLayer'. In the 'Composite' section, there is a checkbox for 'Use Alpha' which is checked. Below it are three input slots: 'Image', 'Alpha' with a value of '1.000', and 'Z' with a value of '1.000'. At the very bottom of the panel is a toolbar with icons for View, Select, Add, Node, Use Nodes, Free Unused, Backdrop, and Auto Render.

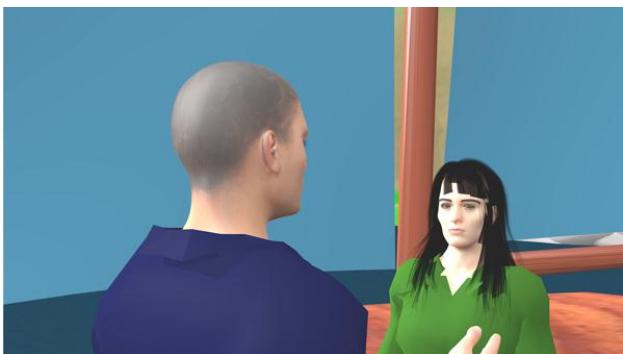
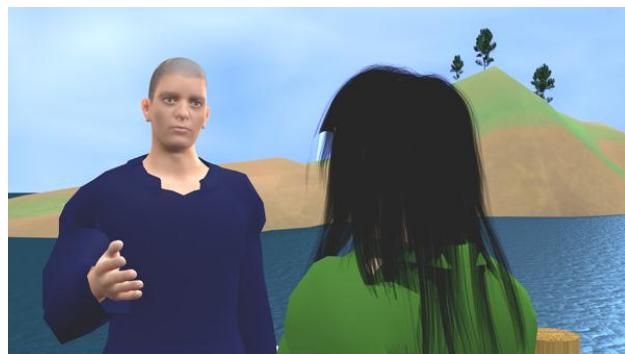
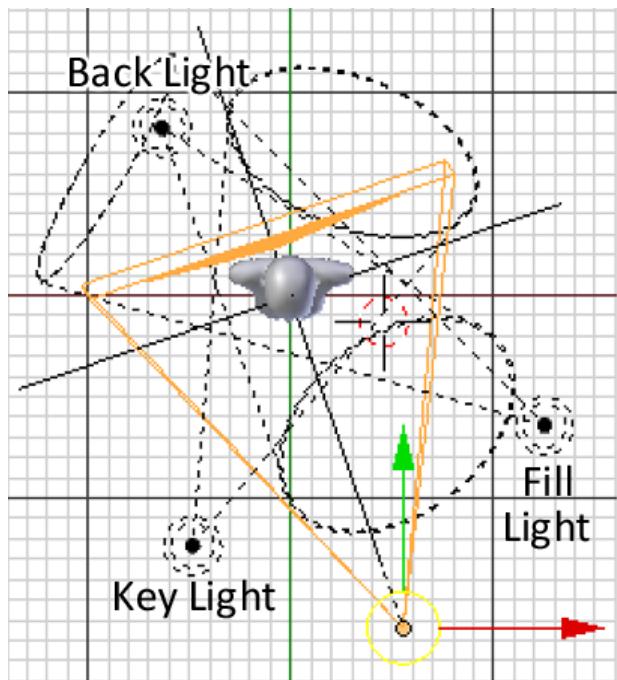


▼ Depth of Field

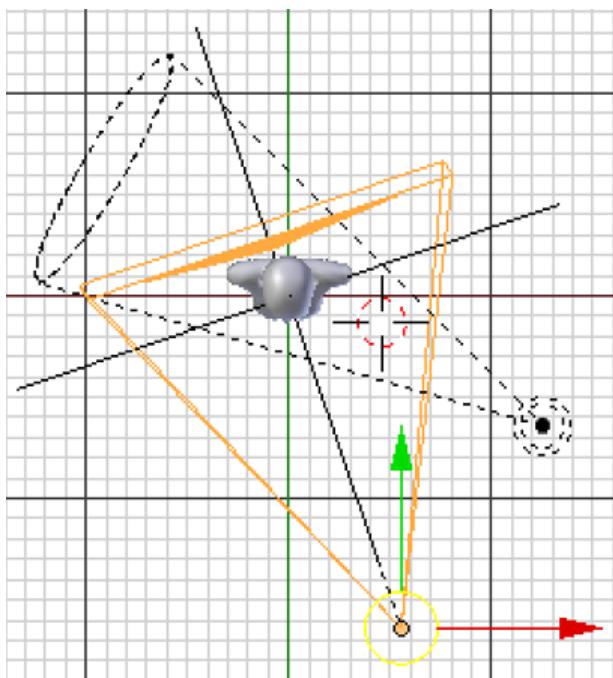
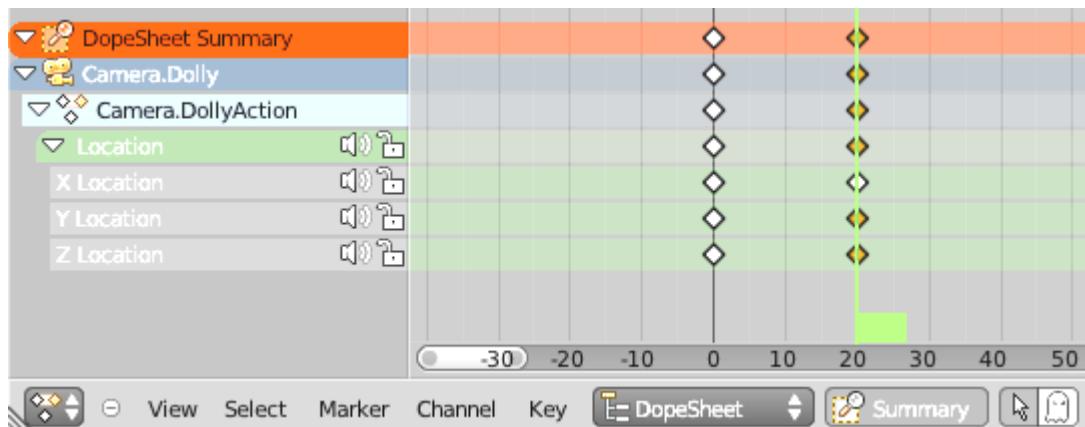
Focus:

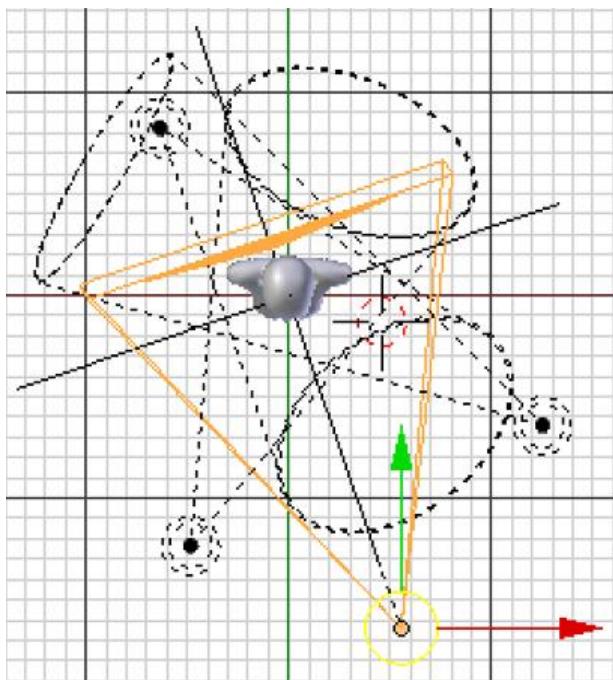
Empty.Defocus **Distance: 0.00**

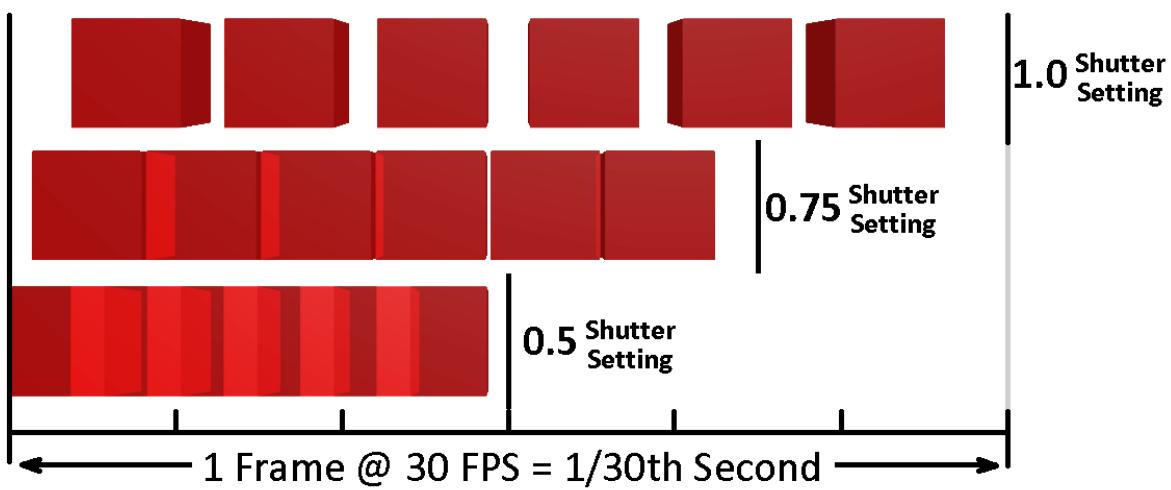






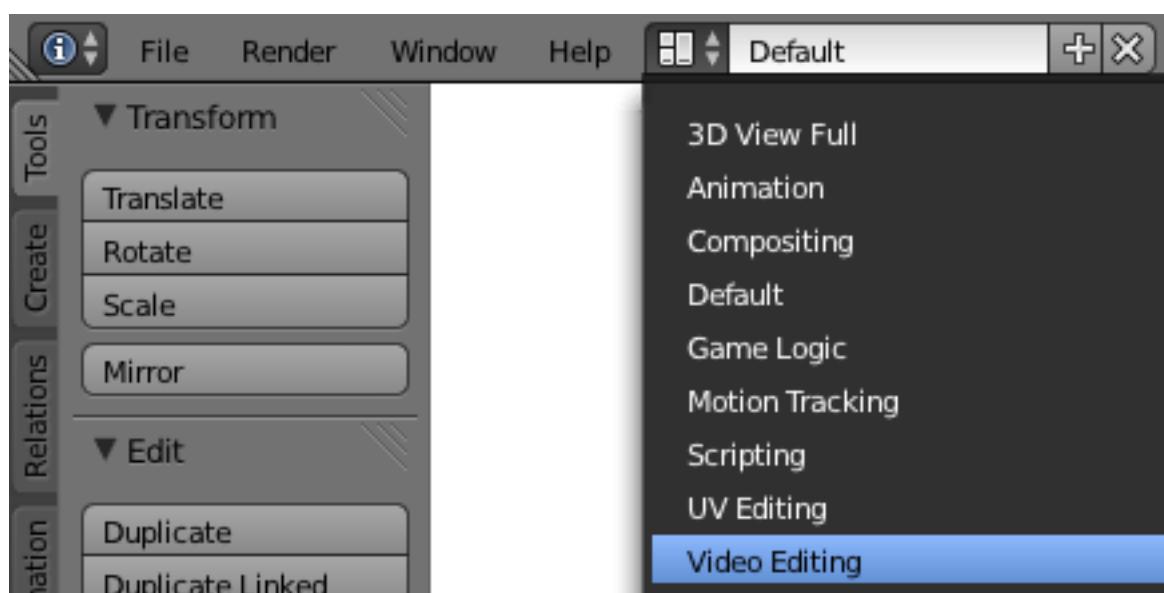
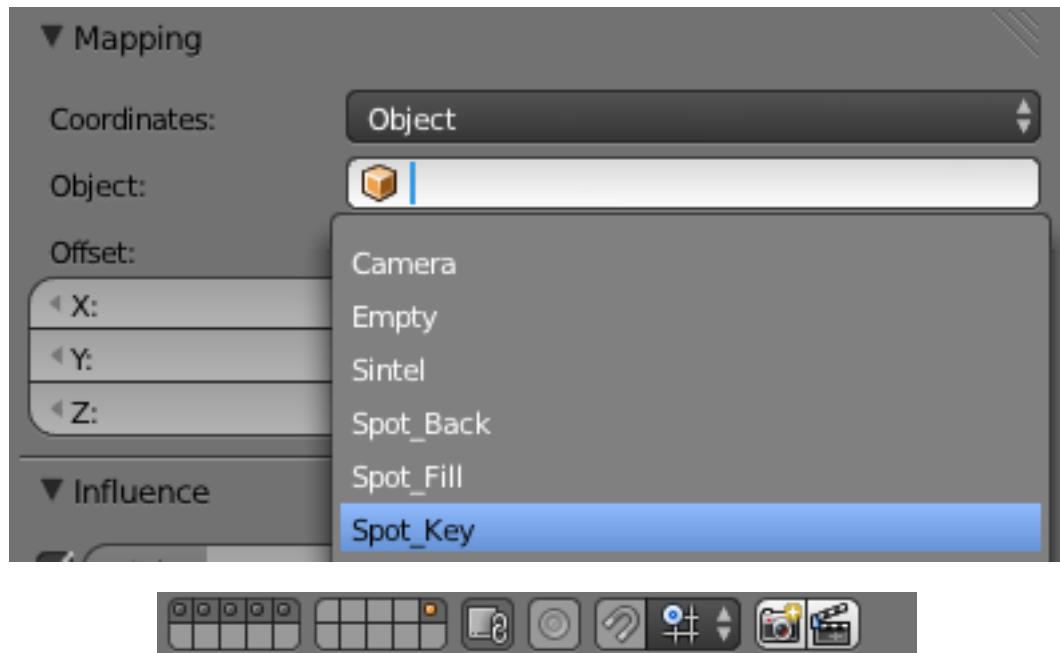


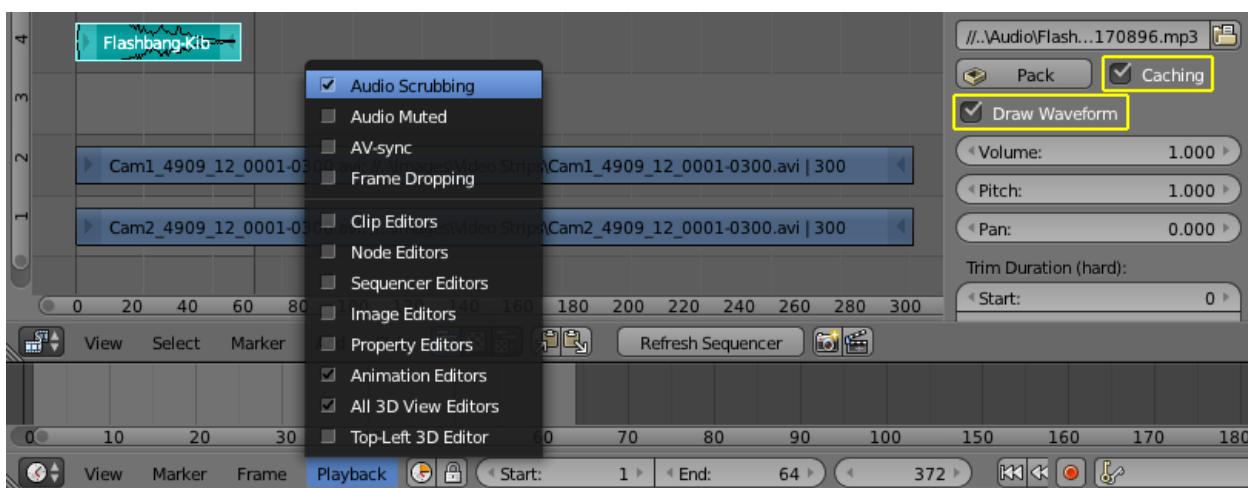
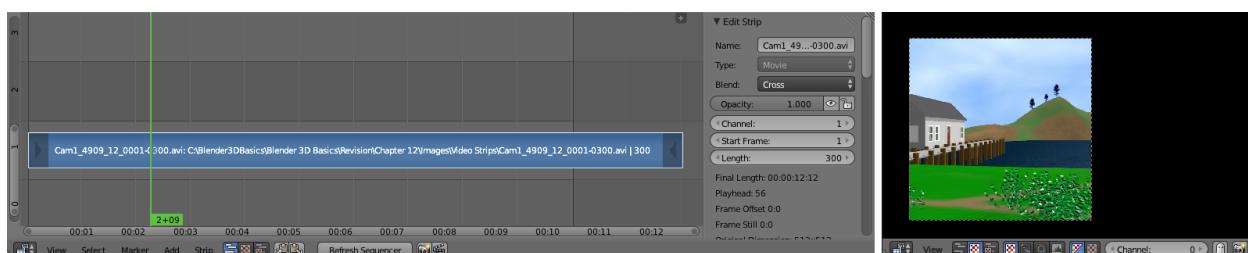
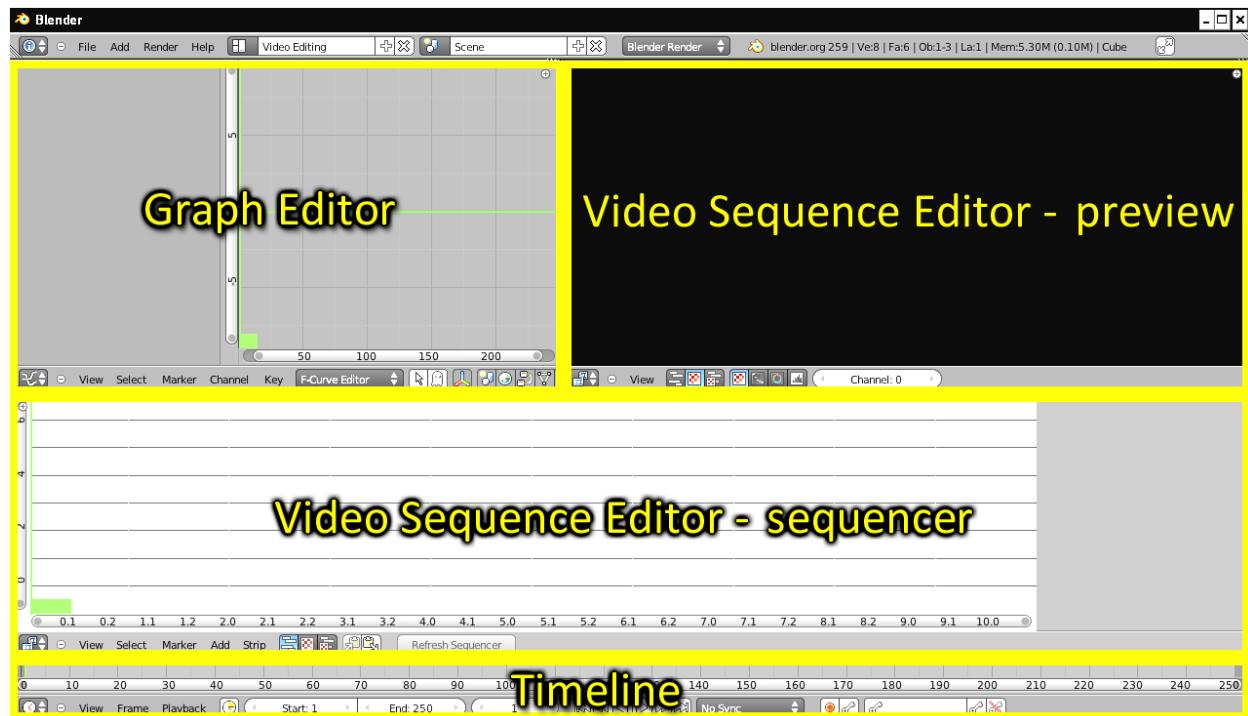


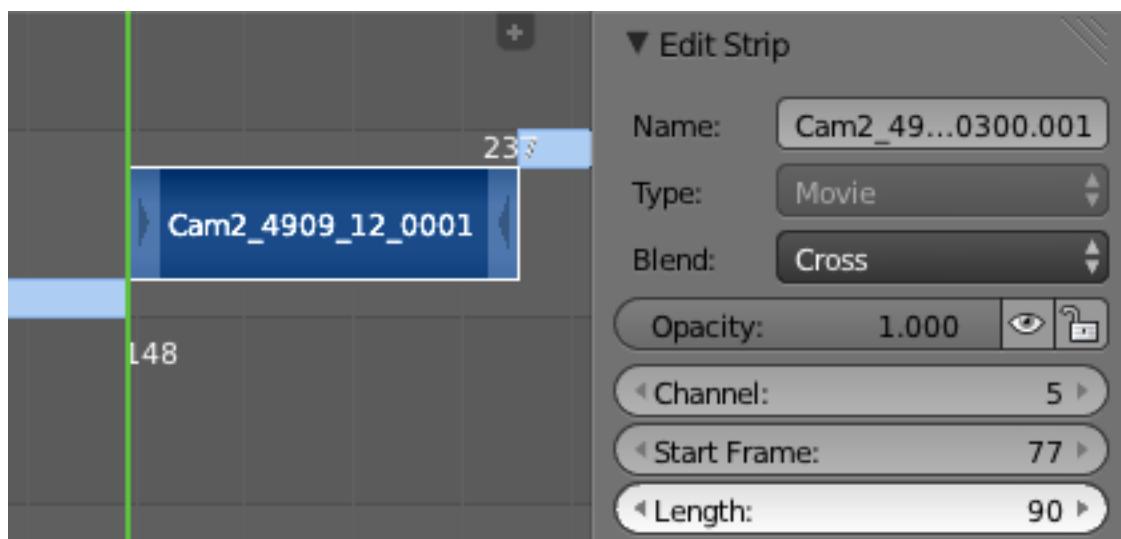
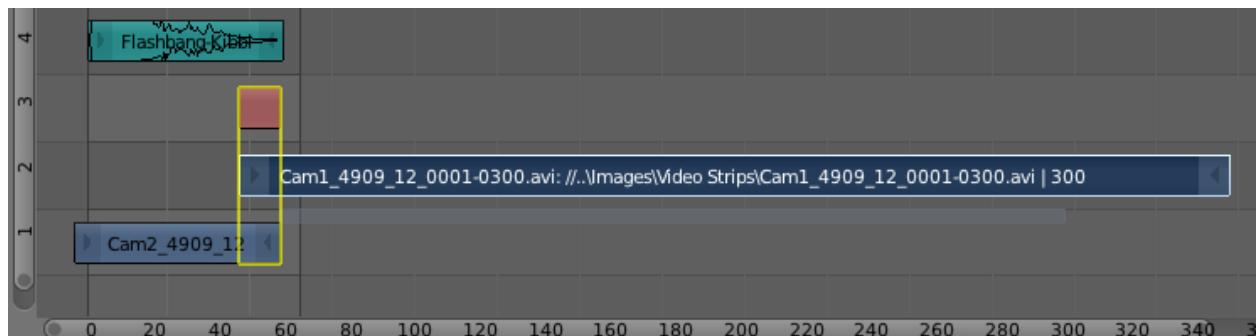


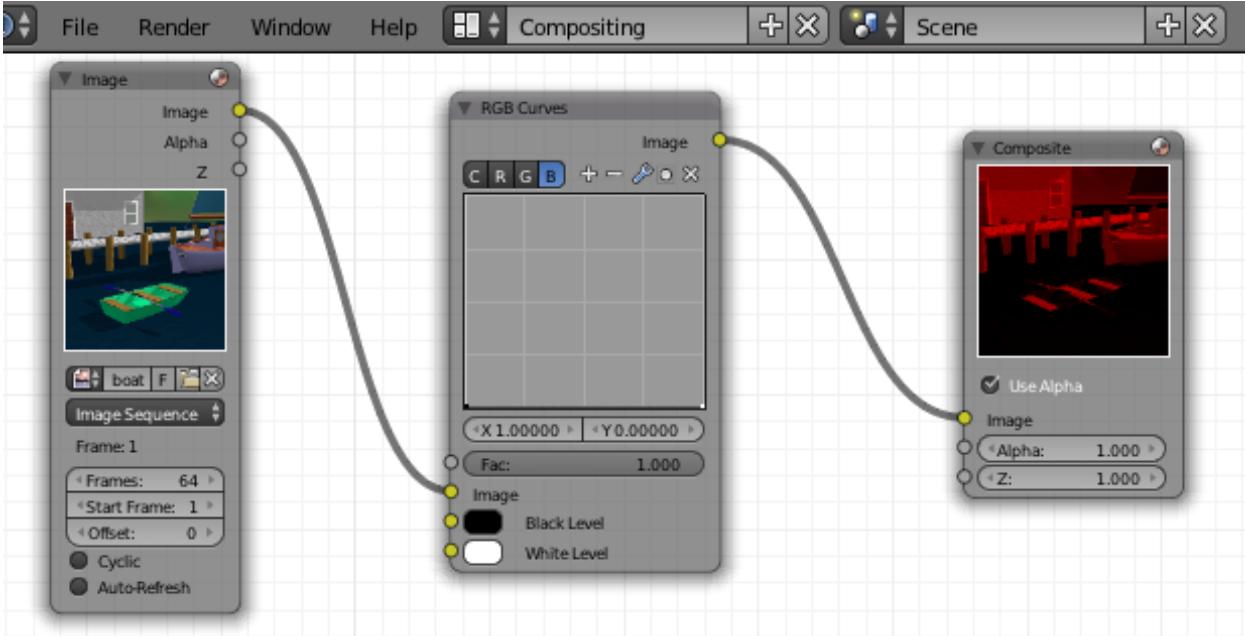
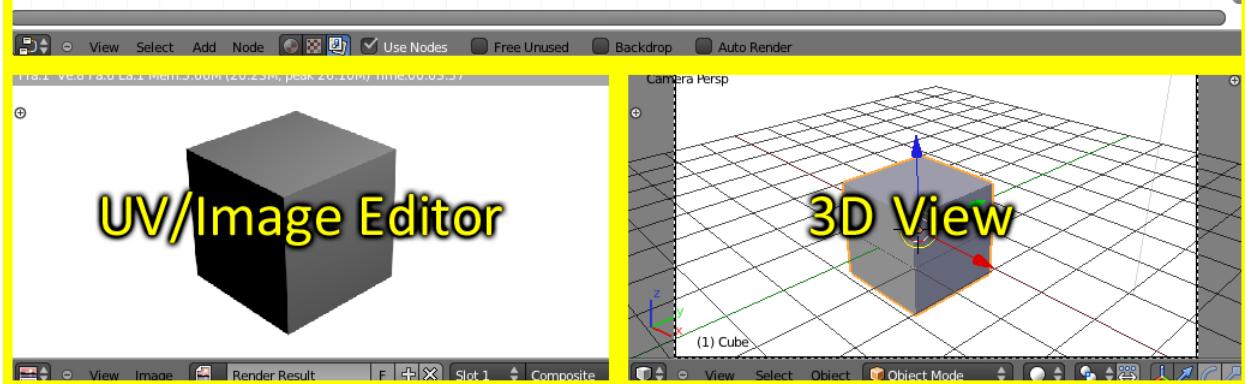
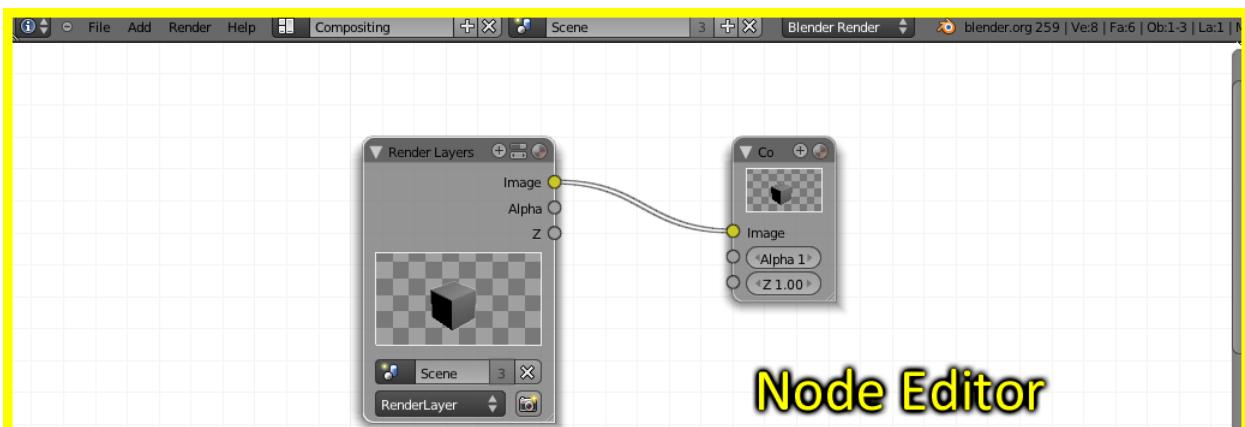
▼ Sampled Motion Blur

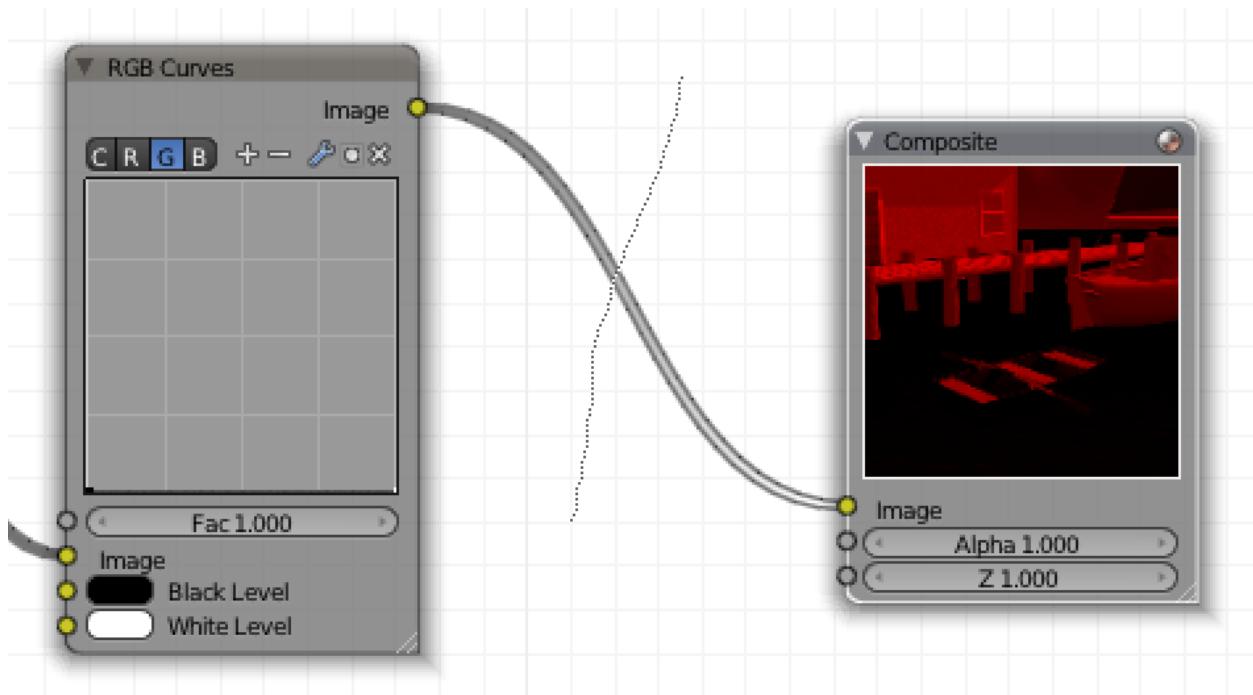
◀ Motion Samples: 2 ▶ ◀ Shutter: 0.50 ▶

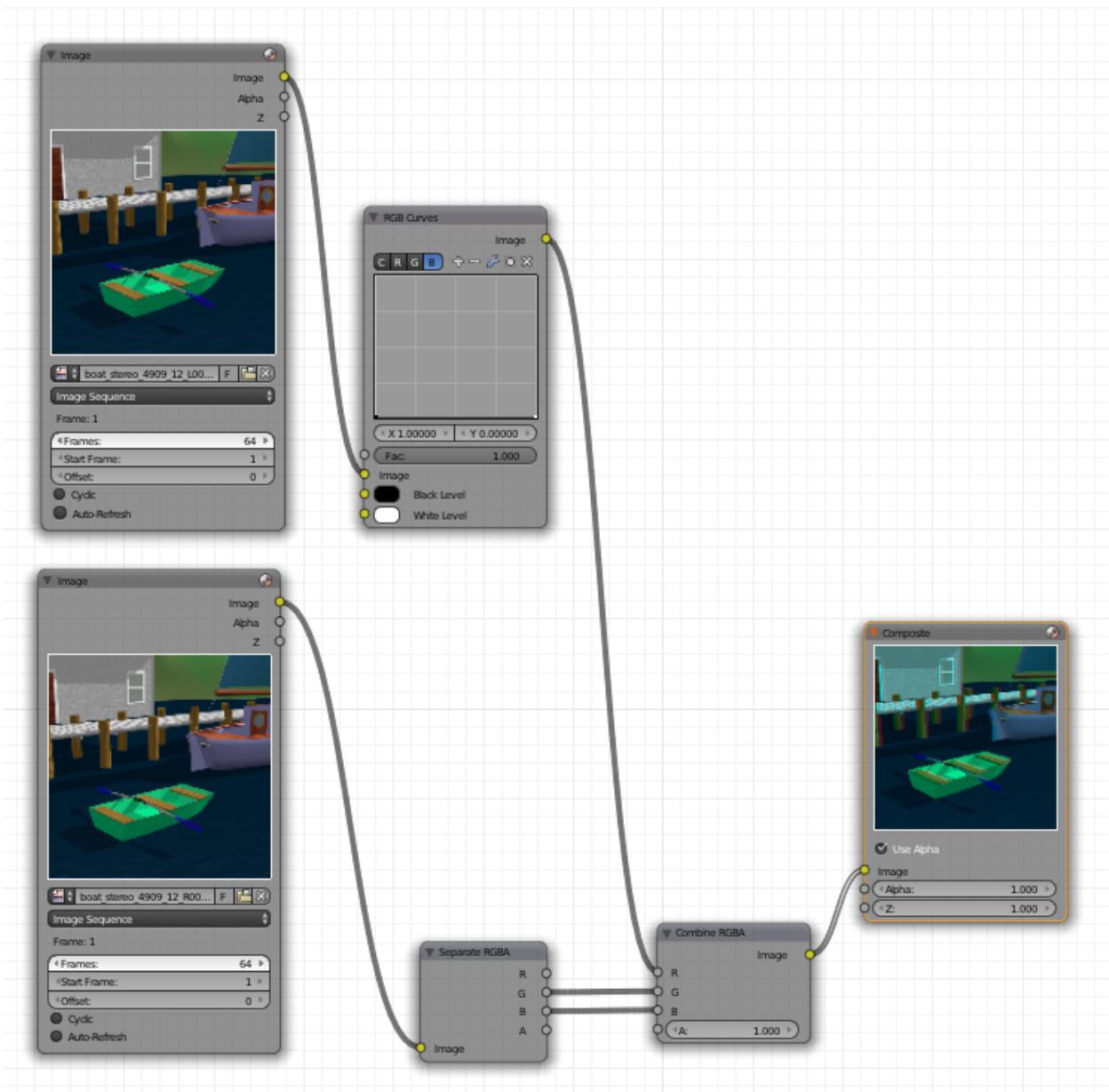


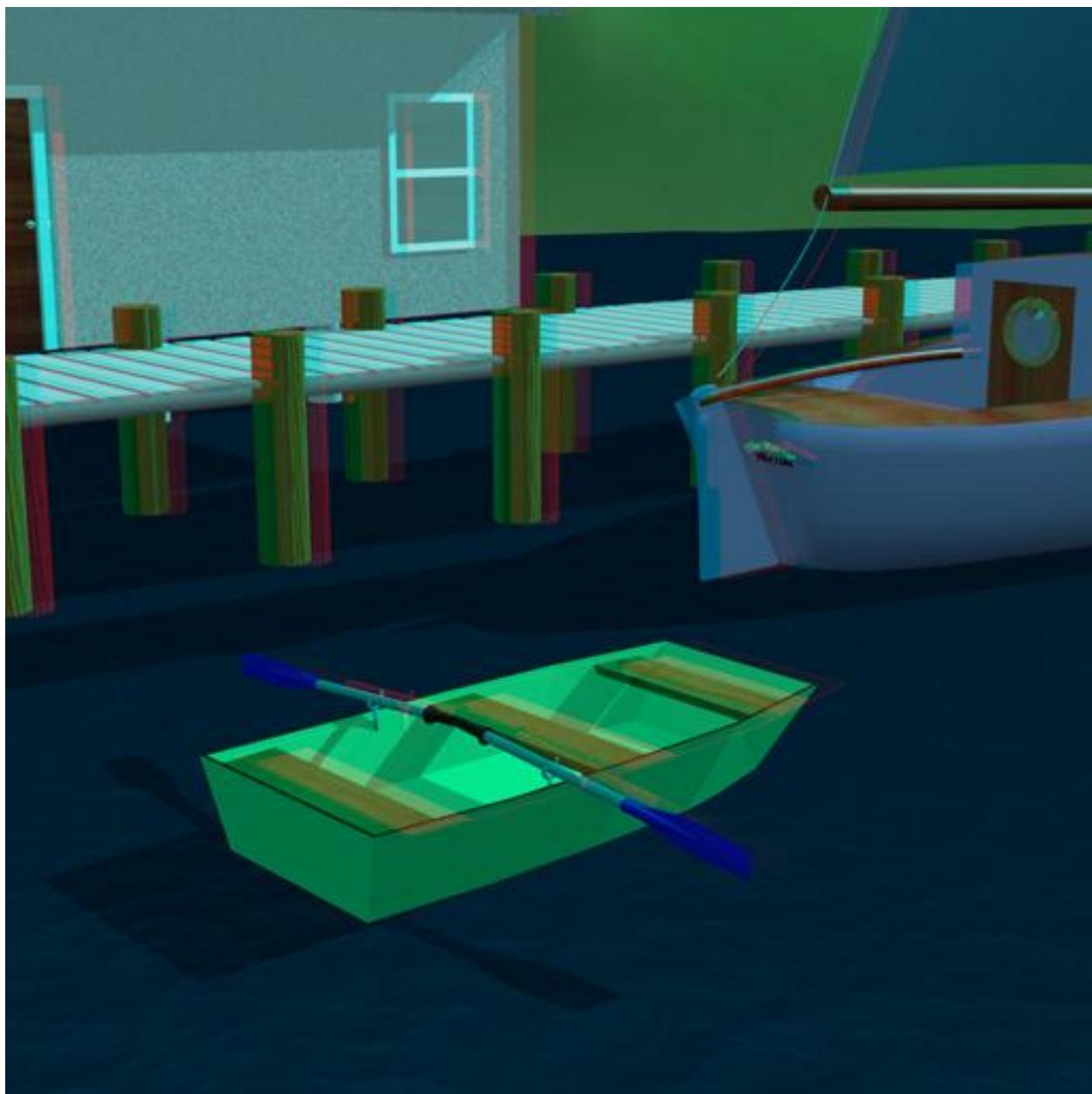


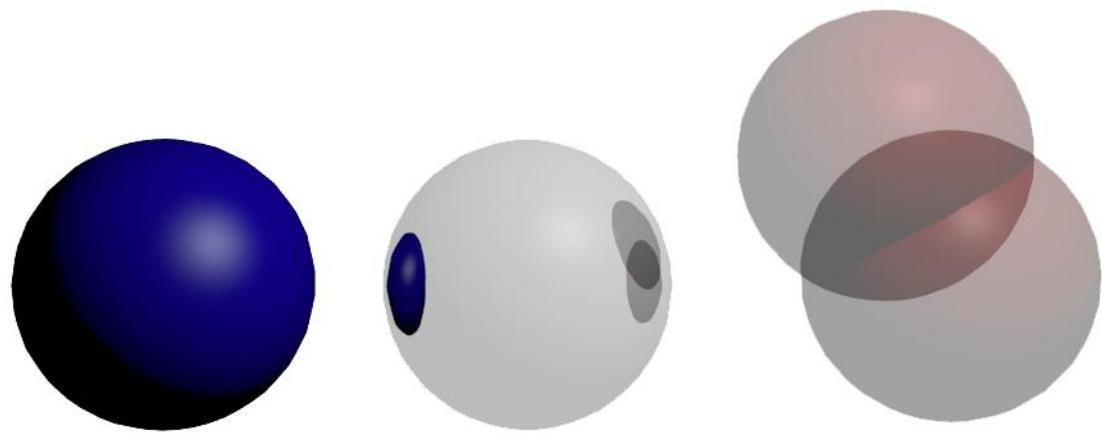
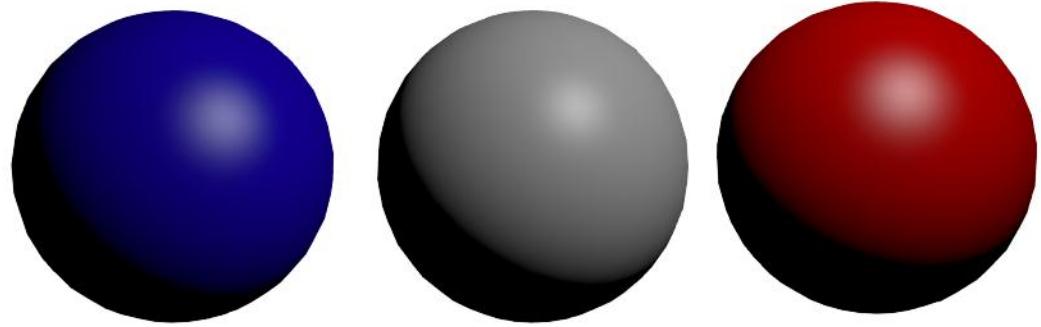
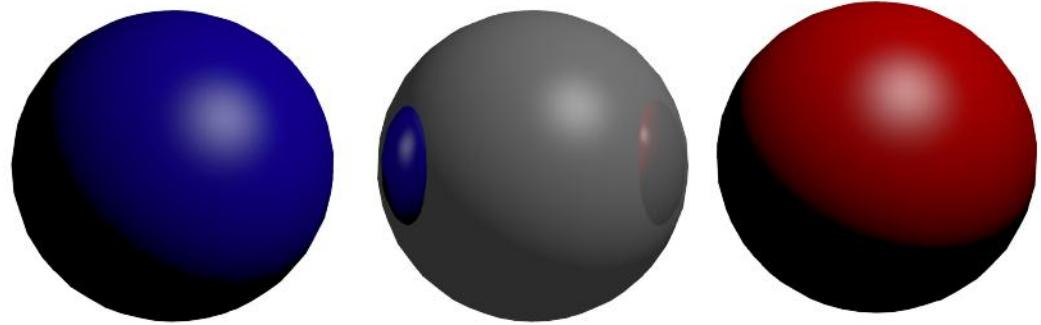


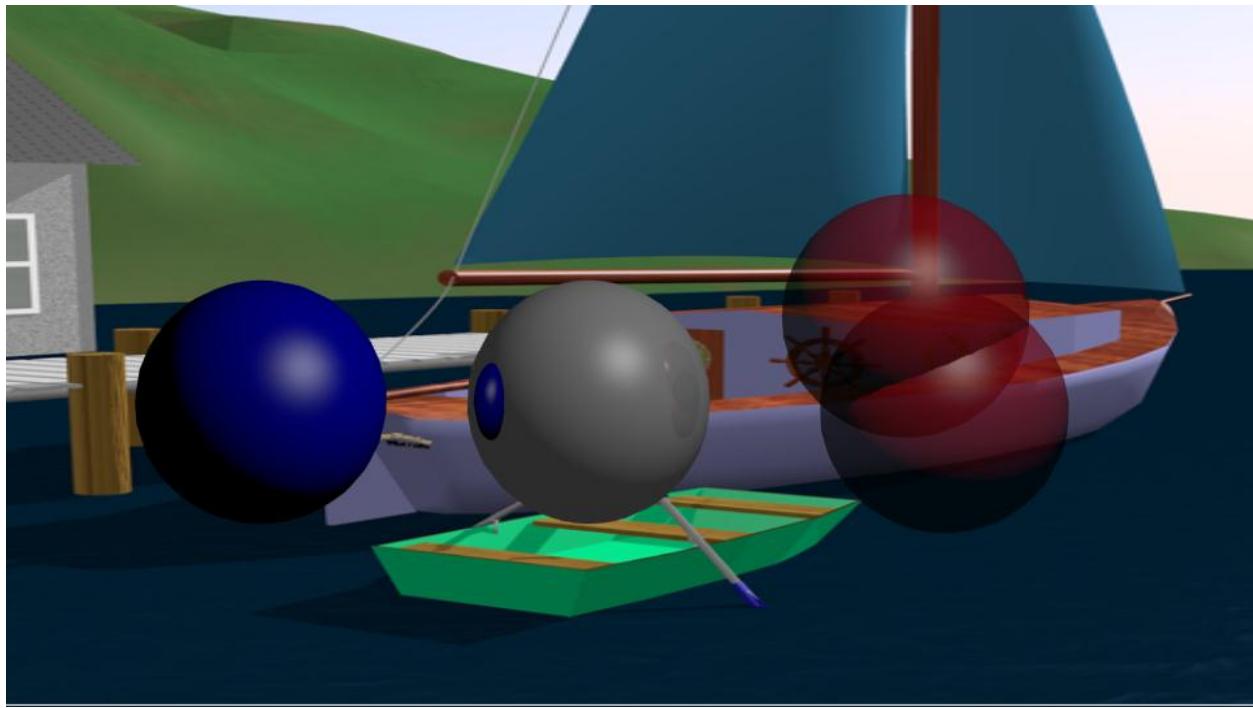












▼ Dimensions

Render Presets

- DVCPRO HD 1080p
- DVCPRO HD 720p
- HDTV 1080p
- HDTV 720p
- HDV 1080p
- HDV NTSC 1080p
- HDV PAL 1080p
- TV NTSC 16:9
- TV NTSC 4:3
- TV PAL 16:9 sing
- TV PAL 4:3

Frame Range:
Start: 1
End: 250
Step: 1

Frame Rate:
24 fps

Time Remapping:
O: 100 N: 100

Mitchell-Netravali

▼ Post Processing

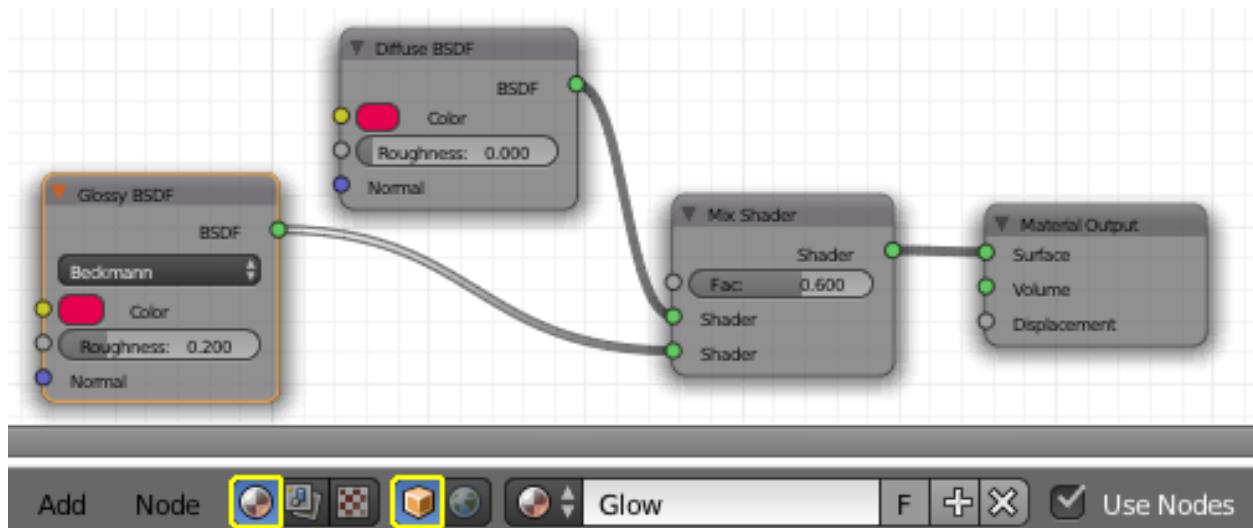
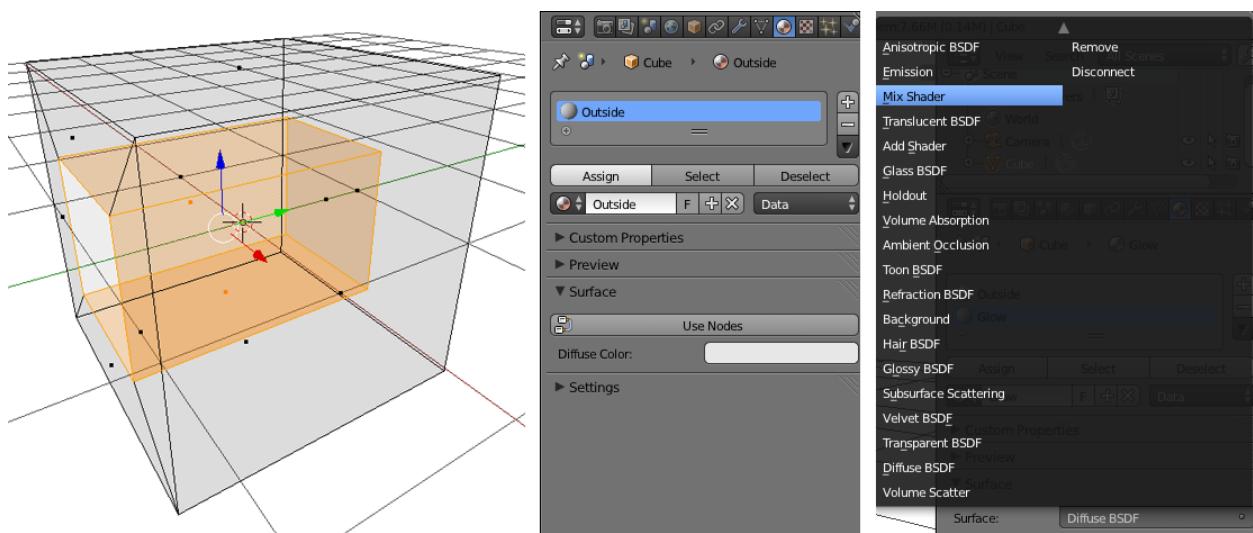
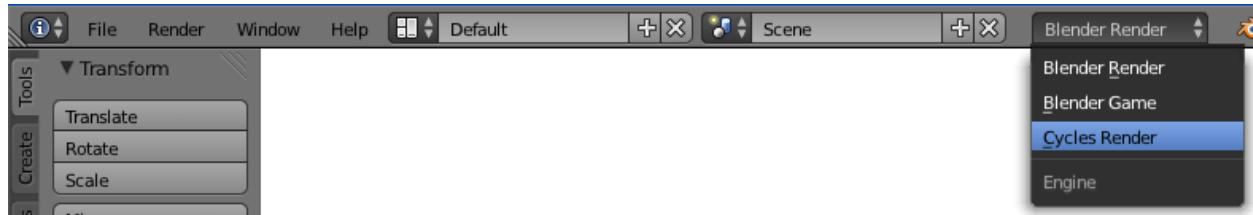
Compositing Dither: 0.000

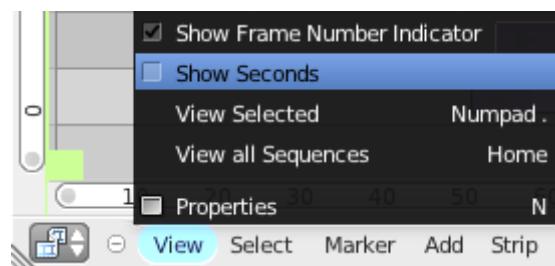
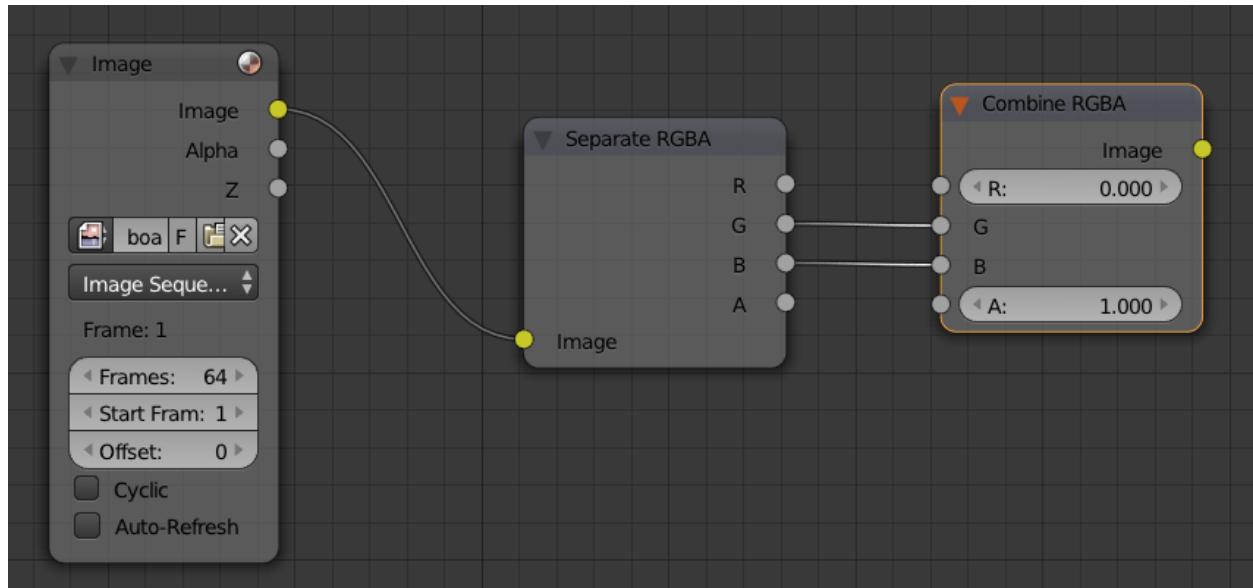
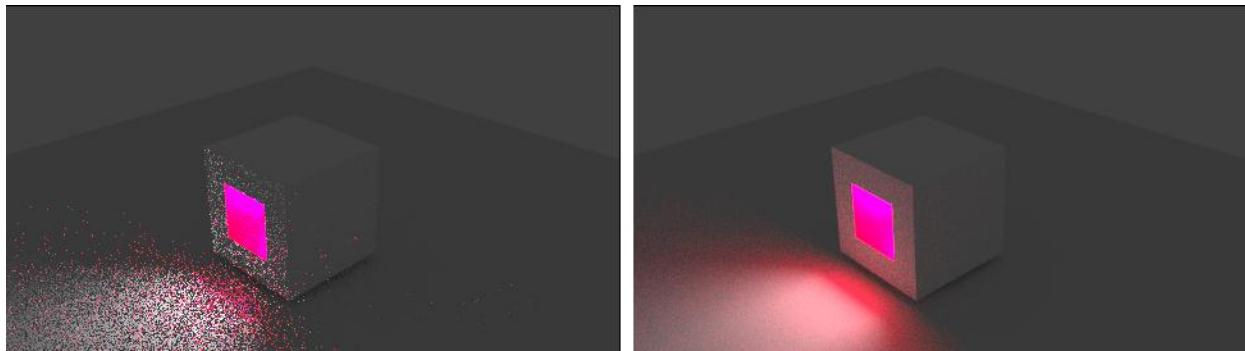
Sequencer

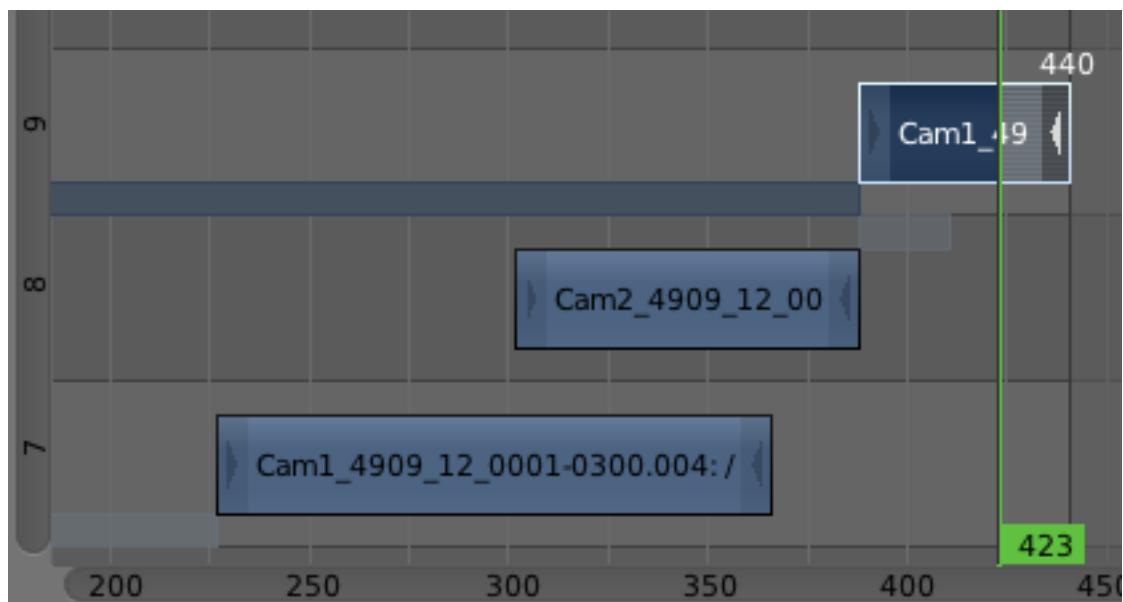
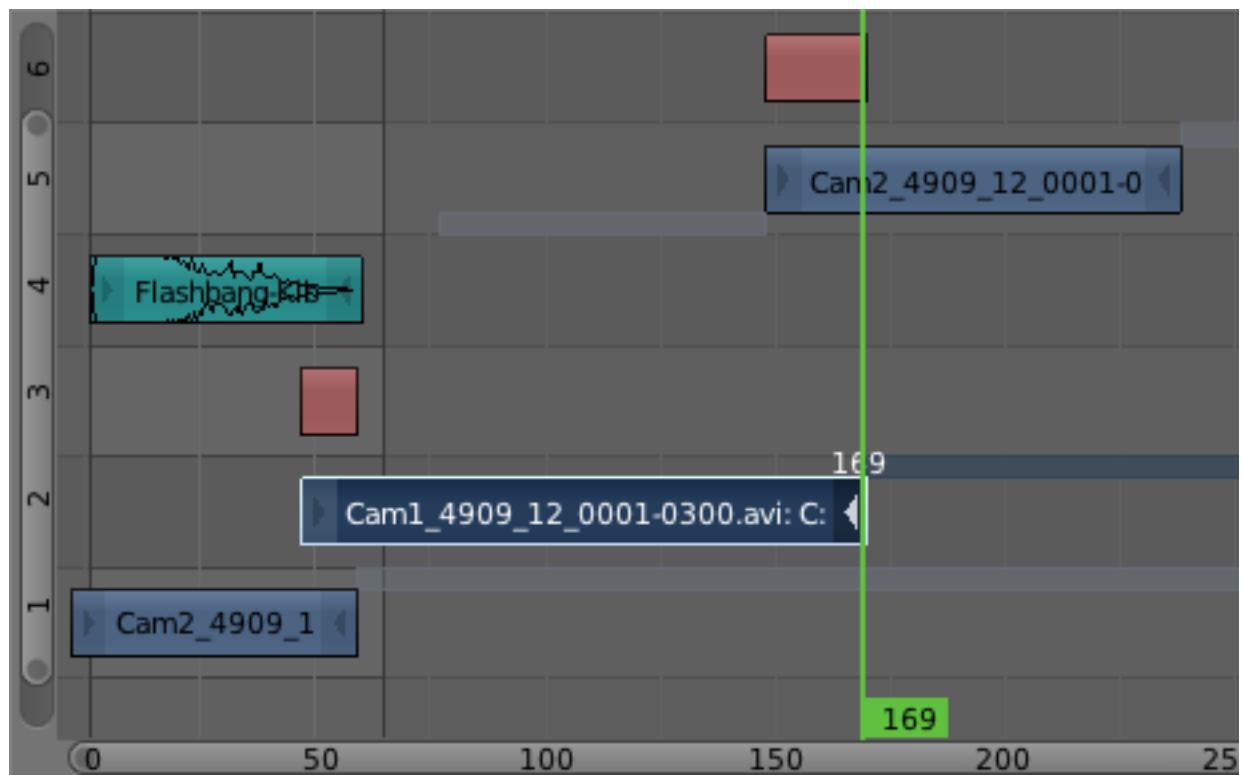
Fields Edge

Upper First Lower First Threshold: 10

Still







16:9



HD

HD pixel

11:11

aspect ratio

square pixel

1920x1080

4:3



SD

PAL pixel

12:11

aspect ratio

wide pixel

720x576

NTSC pixel

10:11

aspect ratio

narrow pixel

720x486

